



2022 Under 14's Operations Manual

Event Dates:

9th, 10th & 11th April 2022 – Traralgon

Player & Coaching Staff Registration Closure Dates:

Under 14

1st April 2022

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Event Information

Event Contacts

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TBC	Event Administrator		
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Event Venue

The venue to be utilised for this event in 2022:

- Gippsland Regional Indoor Sports Stadium – Corner Catterick Crescent & Garibaldi Street Traralgon, VIC 3844
- Latrobe Leisure Morwell – 45 McDonald Street Morwell, VIC 3840
- Latrobe Leisure Churchill – Corner Northways Road & McDonald Way Churchill, VIC 3842

Event Administration

All event administration will be done on site in the Tournament Admin Office at the Gippsland Regional Indoor Sports Stadium.

Event Administration includes;

- Fixtures & Results
- Event Enquires
- Volunteer/Staff Management

Internal First Aid

A First Aid service will be available at the Gippsland Regional Indoor Sports Stadium throughout the entirety of the event.

However;

- All teams are expected to have their own basic first aid kits and attend to basic problems themselves
- Teams are responsible for after-hours treatment
- ONLY injuries sustained during the event will be treated
- Pre-match strapping will not take priority over treatment of injuries. (Players are to provide their own tape)
- Ice will be located in the First Aid Area.

Presentations

2 timeslots (10 matches) of Grand Finals will be held on Monday 10th April at approx. 2.30pm & 3.30pm

Following each grand final time slot, presentations will occur for the 10 grand finalists. Attendance is compulsory for both teams and their coaching staff.

All winning teams will be required to get a team photo with the location to be determined at the presentations.

Competition Structure

Fixture Structure

Under 14 Boys

The Under 14 Boys competition consists of 41 teams and as such on day 1 they will be split into 2 sections (Championship & Premiership). Teams in championship will be in contention for a place in either Division 1 & Division 2 or Division 3 on Day 2. Teams in the premiership section will be in contention for a place in either Division 4 or Division 5 on Day 2.

Championship

In the championship section there will be 26 teams allocated into 8 Pools (Pool A, Pool B, Pool C, Pool D, Pool E & Pool F) of 3 teams and 2 Pools (Pool G & Pool H) of 4 teams.

Each team will play against the other teams in their pool on Day 1 (Saturday).

Teams that finished 1st & 2nd in each pool will enter Division 1 & 2 section for Day 2.

Teams that finished 3rd & 4th in their pool will enter Division 3 section for Day 2.

Division 1 & 2 will be allocated into 4 pools (Pool A, Pool B, Pool C & Pool D) of 4 teams. Each team will play against the other teams in their pool on Day 2.

Division 3 will be allocated into 2 pools (Pool A & Pool B) of 5 teams. Each team will play against the other teams in their pool on Day 2.

Teams will then enter the knockout/consolation phase of the competition on Day 3

These will be as follows;

Division 1 QF1 – 1 st Pool A vs 2 nd Pool D QF2 – 1 st Pool B vs 2 nd Pool C QF3 – 1 st Pool C vs 2 nd Pool B QF4 – 1 st Pool D vs 2 nd Pool A	Division 2 QF1 – 3 rd Pool A vs 4 th Pool D QF2 – 3 rd Pool B vs 4 th Pool C QF3 – 3 rd Pool C vs 4 th Pool B QF4 – 3 rd Pool D vs 4 th Pool A	Division 3 CF1 – 5 th Pool A vs 5 th Pool B QF1 – 1 st Pool A vs 4 th Pool B QF2 – 2 nd Pool A vs 3 rd Pool B QF3 – 2 nd Pool B vs 3 rd Pool A QF4 – 1 st Pool B vs 4 th Pool A
Division 1 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4	Division 2 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4	Division 3 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4
Division 1 Grand Final Winner SF1 vs Winner SF2	Division 2 Grand Final Winner SF1 vs Winner SF2	Division 3 Grand Final Winner SF1 vs Winner SF2

Premiership

In the premiership section there will be 15 teams allocated into 4 Pools. 1 Pool (Pool A) of 3 teams and 3 Pools (Pool B, Pool C & Pool D) of 4 teams.

Each team will play against the other teams in their pool on Day 1 (Saturday).

Teams that finished 1st & 2nd in each pool will enter Division 4 section for Day 2.

Teams that finished 3rd & 4th in their pool will enter Division 5 section for Day 2.

Division 4 will be allocated into 2 pools (Pool A & Pool B) of 4 teams. Each team will play against the other teams in their pool on Day 2.

Division 5 will be allocated into 2 pools. 1 Pool (Pool A) of 4 teams and 1 pool (Pool B) of 3 teams. Each team will play against the other teams in their pool on Day 2.

Teams will then enter the knockout/consolation phase of the competition on Day 3

These will be as follows;

Division 4 QF1 – 1 st Pool A vs 4 th Pool B QF2 – 2 nd Pool A vs 3 rd Pool B QF3 – 2 nd Pool B vs 3 rd Pool A QF4 – 1 st Pool B vs 4 th Pool A	Division 5 CF1 – 3 rd Pool A vs 3 rd Pool B
Division 4 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4	Division 5 SF1 – 1 st Pool A vs 2 nd Pool B SF2 – 1 st Pool B vs 2 nd Pool A
Division 4 Grand Final Winner SF1 vs Winner SF2	Division 5 Grand Final Winner SF1 vs Winner SF2

Under 14 Girls

The Under 14 Girls competition consists of 38 teams.

There will be 8 Pools. 2 Pools (Pool A, Pool B) of 4 teams and 5 Pools (Pool C, Pool D, Pool E, Pool F, Pool G & Pool H) of 5 teams. Each team will play against the other teams in their pool on Day 1 (Saturday).

Teams that finished 1st & 2nd in each pool will enter Division 1 & 2 section for Day 2.

Teams that finished 3rd & 4th in their pool will enter Division 3 & 4 section for Day 2.

Teams that finished 5th in their pool will enter Division 5 section for Day 2.

Division 1 & 2 will be allocated into 4 pools (Pool A, Pool B, Pool C & Pool D) of 4 teams. Each team will play against the other teams in their pool on Day 2.

Division 3 & 4 will be allocated into 4 pools (Pool A, Pool B, Pool C & Pool D) of 4 teams. Each team will play against the other teams in their pool on Day 2.

Division 5 will play a round robin format against all teams with the final round of the round robin occurring on Day 3.

Teams will then enter the knockout/consolation phase of the competition on Day 3

These will be as follows;

Division 1 QF1 – 1 st Pool A vs 2 nd Pool D QF2 – 1 st Pool B vs 2 nd Pool C QF3 – 1 st Pool C vs 2 nd Pool B QF4 – 1 st Pool D vs 2 nd Pool A	Division 2 QF1 – 3rd Pool A vs 4th Pool D QF2 – 3rd Pool B vs 4th Pool C QF3 – 3rd Pool C vs 4th Pool B QF4 – 3rd Pool D vs 4th Pool A
Division 1 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4	Division 2 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4
Division 1 Grand Final Winner SF1 vs Winner SF2	Division 2 Grand Final Winner SF1 vs Winner SF2
Division 3 QF1 – 1 st Pool A vs 2 nd Pool D QF2 – 1 st Pool B vs 2 nd Pool C QF3 – 1 st Pool C vs 2 nd Pool B QF4 – 1 st Pool D vs 2 nd Pool A	Division 4 QF1 – 3rd Pool A vs 4th Pool D QF2 – 3rd Pool B vs 4th Pool C QF3 – 3rd Pool C vs 4th Pool B QF4 – 3rd Pool D vs 4th Pool A
Division 3 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4	Division 4 SF1 – Winner QF1 vs Winner QF3 SF2 – Winner QF2 vs Winner QF4
Division 3 Grand Final Winner SF1 vs Winner SF2	Division 4 Grand Final Winner SF1 vs Winner SF2
Division 5 SF1 – 1st vs 4th SF2 – 2nd vs 3rd	
Division 5 Grand Final Winner SF1 vs Winner SF2	

Timing Rules

All matches will implement the following Timing Rules based on a 60-minute time slot;

- 4 x 10 Minute Quarters.
- 1st Quarter and 3rd Quarter breaks will be one (1) Minute.
- The half time break will be two (2) minutes.
- Clock stops on all whistles in the last two (2) minutes of the 4th Quarter and all time-outs.
- Each team will have 4 time-outs per match, (2 available in the 1st half & 2 available in the 2nd half).
- If scores are tied at the end of regulation, extra period/s of 3 minutes will be used to determine a winner.
- In the event of an extra period, each team will be granted (1) timeout.
- A minimum of 3 minutes will be granted for warm up time.
- In the event of extreme hot weather, the heat policy may be enforced.

Electronic Scoring

For this event we will be using the PlayHQ Electronic scoring software for all games.

- A maximum of 10 players will be accepted per team, per game.
- A post-match summary will be available on-line for each match approximately 15 minutes following the match.

Mercy Rule

The Mercy rule will be implemented once a team is leading by 30 points throughout the entire event.

The leading team will be required to pull their defence back to inside their defensive 3-point line.

- Man-to-Man defence policy still needs to be followed.

Game Operation Rules

3 Point Line	3 Point shots count for all competitions If there are two 3 Point lines on the court, the outside 3 Point line is to be used.
Ball Size	All matches will use a size 6 (74cm) BV Approved Spalding basketball.
Score Table	<p><u>Day 1 & Division 3, 4 & 5 Matches</u></p> <p>Each team must supply (one)1 competent score table official for each of their games. The score table should consist of a person for the electronic scoring and the game clock (scoreboard). <i>The first team listed will be responsible for the game clock and the second team listed responsible for electronic scoring.</i></p> <p>If a team cannot provide a score table official the Manager and/or coach of the team will be required to fill the position. If they are unwilling or unable to fill these positions, the game will be classified a forfeit by the team unable to provide the bench official/s.</p> <p><u>Division 1 & 2 Matches</u></p> <p>Each team must supply (two) 2 competent score table officials for each of their games. The score table should consist of a person for the shot clock, electronic scoring and the game clock (scoreboard). <i>The first team listed will be responsible for the game clock and shot clock and the second team listed responsible for electronic scoring.</i></p> <p>If a team cannot provide a score table official the Manager and/or coach of the team will be required to fill the position. If they are unwilling or unable to fill these positions, the game will be classified a forfeit by the team unable to provide the bench official/s.</p>
Shot Clock	24 Second Shot clock will be used for all Division 1 & 2 games (Day 2 & Day 3).
Sin Bin	<i>Sin Bin Rule will be enforced</i> Five (5) minutes of playing time on the bench (time outs not included) for any player/coach receiving a technical foul throughout the tournament.

Competition Information

Player Eligibility

For an Athlete to be eligible to represent an Association at the Country Championships they must satisfy the following criteria;

1. The Athlete must reside at a "Country" residential address as defined by the Basketball Victoria High Performance Boundary.
2. The Athlete must be a registered, financial and regularly competing member of the Associations current domestic competition.

Regularly competing means qualified for domestic finals.

If an athlete is eligible to represent two or more associations, the athlete will determine which representative program they wish to play for.

Age Group Guide

For 2022 the age groups are as listed;

Age Group	Top Age		Bottom Age
Under 14	1st January 2009	to	31st December 2010

*Players can play up an age group

Player and Coach Registration

All players and coaching staff (including team managers) will be required to register themselves online into their team using the PlayHQ registration form (this is set up by each association) by the closure date stipulated on the front page.

General information for all players & coaches will be required, this will include;

- Name
- Date of birth
- Gender
- Residential Address
- Singlet Number
- Working with Children Check details (Coaching staff & Team Managers only)
- Coach Accreditation Details (Coaching staff only)

Competition Points System

Each game played at the Championships will have a result.

If scores are tied at the end of regulation, an extra period/s of 3 minutes will be used to determine a winner.

Points for Pool/Round games will be awarded as follows;

Win = 3 points Loss = 1-point Forfeit = 0 points

Ties for position will be decided as follows;

- 3 Way Tie = percentage on matches between teams who are equal on points.
- 2 Way Tie = result/s of matches between the two teams concerned.

General Rules

1. For each minute a team is late for their scheduled match, their opponents will be awarded 2 points up to ten (10) minutes when the match will be forfeited. Result to read 20-0.
2. A team which forfeits a match for any reason will be fined at \$150 per game once the fixture has been published. It is \$300 per game once the competition has commenced.
3. A player will not be allowed on to the court unless wearing their teams' correct uniform.
 - Correct Uniform: exactly the same design and coloured tops and shorts as the remainder of the team (Tops to display "permitted numbers" as per FIBA & BA regulations).
4. All teams must bring with them an 'alternative colour' set of uniforms to every match. Failure to do so will result in a \$150 fine.
5. The Court Supervisor will determine whether a clash of uniform colours exists in conjunction with the Referees/Referee Coaches. In the case of a clash of playing colours;
 - If both teams have an alternative set, a toss of a coin by the Court Supervisor will decide which team wears the alternative set.
 - If only one team has an alternative set, then that team will wear the alternative set and the other team will be fined \$150
 - If both teams fail to bring an alternative set and an alternative set is not available, then both teams forfeit and incur a \$150 fine each.
6. A team is not permitted to commence a match with less than five (5) eligible players.
7. A team may use as many different eligible players as they desire during the championships, but a maximum of ten (10) players can be used in any one match.
8. Any team which plays an ineligible player will be subject to a penalty which will include forfeiting all matches in which that player participated based on whether that players name appeared on the electronic scoring system.
9. There is not a minimum number of games a player must play to be eligible to play in a finals match.

Policies and Procedures

Zero Tolerance Policy

The following policy and procedure will be in effect at all games which form part of the Victoria Junior Country Championships. There will be a zero-tolerance policy towards any inappropriate or abusive behaviour from team officials, parents or spectators towards game referees, players, score bench personnel or members of the public.

Any person who feels the necessity to:

- Persistently or wilfully question or challenge the rulings of the referees
- Berate or abuse referees
- Berate or abuse players
- Berate or abuse parents or spectators
- Display conduct which is inappropriate in a junior sporting environment;

should expect to be disqualified from the game and be required to leave the court area. This disqualification notification may be issued by the Referee Supervisor or Event Staff.

Any spectator observing instances of the above behaviour should immediately report this behaviour to the Court Supervisor or an official representing Basketball Victoria.

Whether or not technical fouls have been called against any team official or not during the game will have no bearing on the decision to disqualify any team official under this policy. Warnings are not required to be given in the event of the above action becoming necessary and failure to heed the disqualification will result in the team of the disqualified official forfeiting the game in question.

Any appeals against disqualification under this policy should immediately be directed to Basketball Victoria.

The Game officials appointed by BV also have the power under rules in operation to utilize all available powers to control the game and the surrounding court area.

Please note that any action taken under this new policy and procedure is entirely separate to any action that may be necessitated by law under Child Protection Legislation or Basketball Victoria Member Protection policy.

This action has become necessary due to the reported instances of inappropriate and abusive behaviour in sanctioned events thus far and our desire to nurture a safe competitive environment for all participants.

I would implore any team official who feels that they cannot refrain from the above behaviour not to participate in the Championships henceforth.

Team officials who would like to offer feedback or request clarification on officiating issues should either speak to a Referee Supervisor at an appropriate time or direct their correspondence to Basketball Victoria.

The health of our game depends on the nurture and development of game officials. The realistic barometer of the health of any Basketball Association is their capacity to provide well organised and officiated competitions for the communities they service. It is the aim of Basketball Victoria Country to help associations increase this capacity.

Technical Foul Policy

The Junior Country Championships will implement the Basketball Victoria Technical Foul policy. All technical fouls will result in a penalty of 2 free throws plus possession.

Man-to-Man / No Zone Defence Policy

For this event Basketball Victoria will implement the "Man 2 Man" defence policy.

The policy can be found by following [this link](#).

Team Staff Dress Code

Overall Standards;

All team staff shall be required to dress in a way that clearly distinguishes them as part of the team.

The practical implications of this are:

Coaches, Assistant Coaches & Team Managers

- Coaching staff and team managers must wear a club branded shirt.
- It is acceptable that coaches wear shorts, however, these must follow the description of neat casual.
- Shoes must be clean and tidy.
- Open toed footwear is not acceptable.
- No hats are to be worn on the team bench.

Blood Policy / Floor Wiping

Team Managers of any team involved in an incident involving blood will be responsible for the removal of blood from the court surface during the event. Blood Kits will be available to assist.

Each team will be required to monitor and wipe any water, sweat, etc from the half of the court in front of their team bench. Towels will be made available for this purpose.

Heat Policy

All persons involved in the organisation of games must be aware of the effect that extremes of weather can have on a person playing or attending basketball and put in place adequate contingencies for the minimising of risk to persons, particularly when high temperatures are expected.

Where high temperatures are expected game organisers must make reasonable attempts to ensure:

- Full knowledge of the availability of first aid equipment and first aid and medical personnel is accessible by all persons attending;
- Referees and other officials are aware of the symptoms of heat stress and are instructed to be on the alert to notice any such symptoms;
- Players are made aware of the need to hydrate regularly before and after the game and that facilities are available for them to do so;
- Facilities are available for players and other persons to externally cool themselves with water, fans, or other facilities;
- Adequate supplies of ice and ice packs are available for use where appropriate; and
- Proper advice is available to coaches and players on the effects of heat, symptoms of heat stress, the need for proper hydration, and the facilities that are available to prevent or treat heat stress.

All stadiums must be fitted with a thermometer. On hot days, court temperature must be taken hourly whilst the stadium is in use and must be recorded in a permanent record kept at the stadium.

1. When the court temperature reaches 30°C competition organisers must consider implementing and where the court temperature reaches 35°C, the referee must call an additional compulsory timeout in each quarter if no time-out has been called by halfway through the quarter.
2. When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by a competition organiser,
 - a. if a game is abandoned before it commences or before or at half time it is counted as a draw;
 - b. if a game is abandoned after halftime, the game score stands as the final result.