

Bulla Colac Classic Tournament Rules 2025

1. Teams must represent an affiliated Basketball Victoria or Basketball Australia association to be accepted.
2. The Tournament Director reserves the right to combine divisions, cancel a division or add a division dependent on the entries.
3. Participants must be under the age division entered as of 31st December of the year of the tournament.
4. The Colac Basketball Association denies any liability for any injury sustained during this tournament.
5. Teams withdrawing after the closure date for entries will forfeit their entry fee as described in the information sent out prior to the Tournament.
6. Players must be linked to their teams, via the competition system, at least 48 hours prior to the Tournament. Teams must check the team list at the scoring device at least 5 minutes prior to each game. This includes updating of player numbers and the addition or removal of players from the team.
7. It is the responsibility of each team to check the website or notice board at the Colac Basketball Association for any late draw changes and other important messages throughout the weekend. The notice board and website will be updated with the latest information as soon as possible.
8. The Classic will be conducted under the official FIBA Basketball rules, except for the specific tournament rules as listed within these competition rules.
9. All players must wear the registered uniform of their team or have the same uniform unless agreed upon by the Tournament Director. As, [BV Uniform ruling](#)
10. Each team must have an alternate uniform. In the event of a clash of uniform colours the first named team on the fixture (Team A or left side of PlayHQ eScoring device) will be required to wear the alternate uniform.
11. Each team must supply a competent scorer or timekeeper.
12. Teams must supply their own warm up basketballs. A team basketball will be used as a match ball upon request.
13. Teams cannot commence a game with less than five (5) players.
14. To be eligible for finals, a player must have taken part in one (1) round robin game.
15. Players are only permitted to play in one team within that competition, exemptions may be granted in special circumstances.

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16. The Basketball Victoria Concussion Management protocols will be followed during this tournament. For further information click on the [BV Concussion Management Guidelines](#)

17. The [Basketball Victoria Heat Policy](#) will be implemented in the following format.

Once the temperature is over 35°C inside the stadium, management will notify that all games at that venue must comply with the following rules.

- i. The game time must be reduced by 2 minutes per half, with 2 team timeouts per half.
- ii. The referee must call an additional compulsory timeout close to the halfway mark in each half. Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.

Once the temperature reaches 40°C inside the stadium, the game/s at that venue will be abandoned.

- a. if a game is abandoned before it commences or before half time it is counted as a draw.
- b. if a game is abandoned after the half time, the game score stands as the final result.

The temperature will be assessed at the start of the game. Any actions will be taken at this time.

After the temperature reaches 35°C the temperature will be assessed during the halves and acted upon in accordance with this policy.

In the event of a final being cancelled due to the heat policy, where a drawn game is not possible, the highest placed team will be awarded the win.

Please note that the heat policy will be determined on a venue-by-venue basis. If the temperature is different between venues, then other courts may be operating under different sections of the heat policy.

The tournament organisers reserve the right to impose any of the above or additional rules across the entire tournament if needed.

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GAME PLAY

18. Twelve players are permitted to play each game.
19. Points allocations: Win – 3pts, Draw – 2pts, Loss – 1pt, Forfeit – 0
20. Ties for position will be decided by head-to-head calculations. Head-to-Head means that it is calculated on the results between the teams who are tied.
 - i. In the event a head-to-head result is not available, overall percentage will be used to determine positions between the tied teams.
21. Size 5 basketballs will be used for all Under 12 male and female matches
Size 6 basketballs will be used for Under 14, female and 14 male matches.
22. The three-point line used is the outside (furthest) 3pt line for Under 14 and above competitions. Under 12 competitions will use the inside (closest) 3pt line. Where a venue has only one line marked that will be the line used.
23. The three-point basket will count for all competitions (including Under 12 competitions).
24. The foul line for Under 12 will be a step inside the normal foul line. The closest marked line to the foul line will be used. If no markings appear, the normal foul line is to be used.
25. The Mercy rule will be implemented once a team has a margin exceeding 20 points. The team with a lead of 20 points plus must fall back to defence positions behind the mid court marker, of the offensive teams scoring end. At all times teams must continue to play man to man defence.
26. For each minute a team is late, their opponent will be awarded two (2) points, up to the ten-minute mark, when the game is forfeited.
27. All protests must be in writing and lodged with the Tournament Director programs@colacbasketball.com.au accompanied by a \$100.00 bond within one (1) hour of the conclusion of the game. If the complaint is found to be frivolous, the bond will be forfeited.

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TIMING RULES (ALL DIVISIONS)

- 2 x 20-minute periods (50 minutes has been allocated for each time slot).
- Warm-up time shall be 3 minutes. Half time interval shall be 2 minutes.
- No time outs can be taken in the last 2 minutes of the 1st half.
- The clock stops on all whistles throughout the last minute of the second half.
- The clock does not stop for Time Outs unless in the last minute of the second half.
- A maximum of 2 timeouts per team per half.
- Shot clock will not be used.
- When the margin exceeds 20 points, the clock will not be stopped in the last minute of the 2nd half. No time outs will be allowed in this minute.

Drawn Games in Finals: In the case of a drawn game the extra period will be of three (3) minutes and each team will be allowed one (1) time out for every extra period. The clock will stop on every whistle in the last one (1) minute. Team fouls will be carried over from normal time.

The clock will not stop for a Time Out in extra time unless the Time Out is taken in the last one (1) minute of the extra period.

Grand Finals:

The clock stops on every whistle in the last one (1) minute of the second half.

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CODES OF CONDUCT & TECHNICAL FOULS

Technical Fouls penalty will be 2 shots and possession as per the Basketball Victoria recommendation.

Technical Foul Policy

Actions constituting breaches of the Code of Conduct include, but are not limited to:

- Persistently challenging the rulings of referees,
- Berating or abusing referees,
- Using audible offensive language,
- Using threatening language or demonstrating threatening behaviour,
- Harassing referees.

Individuals found in violation of this code will be subject to the following policy. It's important to note that technical fouls for non-behavioural matters will not fall under this policy

During Games - Sin Bin

Players and Coaches in all grades of competition who receives a technical foul (behaviour focused) are required to sit out and take no part in the game for a period of five (5) minutes.

Should this player/coach receive two (2) technical fouls they are disqualified from the game and MUST immediately leave the venue of the game.

SPECTATOR BEHAVIOUR

Poor behaviour will not be tolerated at this tournament. Court Supervisors have been given permission to remove any persons who show inappropriate behaviour towards players, coaches, referees or officials. All participants are expected to abide by the Basketball Victoria Player, Coach, Officials and Spectator Codes of Conduct which can be found at, [Bulla Colac Spector Conduct](#)

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ZONE DEFENCE POLICY

Zone defence is not permitted in Under 12 and Under 14 age groups. This is a policy in which Basketball Australia, Basketball Victoria and Basketball Victoria Country have in place. The following steps will be used during this tournament:

Step 1: Team Manager or Coach to raise the issue of defence with the Venue Supervisor.

Step 2: If it is deemed to be a zone defence a warning is to be issued to the coach.

Step 3: If zone defence continues after the warning, a technical foul shall be issued on the coach.

For more information on Zone Defence go to [Bulla Colac Man to Man Défense](#)

UNUSUAL SITUATIONS

Should any matter arise from provision has not been specifically made in these competition rules, the Colac Bulla Classic shall take such action as is necessary to protect the interests of the tournament. All decisions made shall be final.

