• All games will be fixtured for 2 x 8 minute halves unless otherwise stated. (Shortened games will be 1 x 13 minute games).

• It is imperative that games BEGIN ON TIME to enable the fixture to run to schedule, thus ensuring the day runs smoothly. The clock will be started at the scheduled time, with the late team receiving a ONE POINT PENALTY for each minute they are late. The McDonald's Hoop Time Coordinator reserves the right to not penalise a team who may be running late due to circumstances outside their own control (e.g. accident). Schools are to call ahead if they believe they will be late for their first game. Not all circumstances will warrant leniency for being late.

• The clock will stop on all whistles in the last minute of the second half ONLY when the score margin is 5 points or less. (Clock will stop on all whistles in the last minute of the game if games are reduced to 1 x 13 minute if the score is 5 points or less).

• One 30-second timeout per team, per half will be allowed during which the clock will NOT stop, except in the last minute of the second half where the margin is 5 points or less. (One timeout per game, per team in a reduced 1 x 13 minute game). The ball DOES NOT advance after a time-out is called.

• No timeouts or substitutions will be allowed in the last minute of the first half or in the last minute of the second half if the clock does not stop. (No timeouts are allowed in the last 2 minutes of a reduced 1 x 13 minute game if the clock does not stop).

• The 2 free throw rule will apply after 5 TEAM FOULS have been committed in that half. The 6th team foul will result in 2 free shots. The juniors will shoot from the modified foul line, which is the closer line and seniors will shoot from the regular foul line.

• A Player can only commit 5 personal fouls per game. On the 5th foul the player is to be removed from the game.

• 5 seconds in the key, centre line violation and 8 seconds in the back court all apply.

• Jump Balls will determine any disputed possession.

• Full court 'Man to Man' defence is compulsory in the Junior & Senior All Star Boys & All Star Girls sections in the first half ONLY (unless the mercy rule is being enforced). In the second half, teams can play any defence they wish. Teams in this section who deliberately play zone defence by not picking up a player each or drop back into the key in the first half will be penalised with the following: 1st time is a warning, 2nd time offensive team gets ball advanced to a base line throw in, 3rd time coach is awarded a Technical foul.
• 3-point shots will be awarded to children participating in the JUNIOR & SENIOR ALL-STARS & FUTURE STARS ONLY. Junior & Senior Rookie teams will not be awarded 3-point shots. If there are two 3-point lines marked, 3 points will count from outside the inner line.

• Mercy Rule: Mandatory 3-point line defence will be enforced when a team is leading by 14 points or more. The leading team must return beyond the 3-point line once possession is lost. The leading team cannot play defence outside of the 3-point line at any time. The ball will be returned to the offensive team immediately if they fail to comply.

• A forfeit will be called if a team does not show up by half time in any game (or by the 6 minute mark if playing 1 x 13 minute games). In the event of a forfeit, the score will be marked down as 8-0. If the team arrives after a forfeit has been called by the referee, they can play the remainder of the game but the score will stand as the forfeit score.

• The Future Star/Rookies leagues permits a ratio of 3:2 (boys/girls or girls/boys) on the court at any one time. If a team is not able to field 2 girls on the court at any time they must notify the McDonald’s Hoop Time Coordinator immediately. The opposition team will be allowed to play the same ratio as the offending team (e.g. 4 boys & 1 girl). If they are unable to do so, then the offending team must only play a ratio of 3 boys & 1 girl on court at any one time. The opposition team reserves the right based on their own team scenario to deny the request for a ratio change if it is in the best interest of their own players.

• Each team is to nominate 1 competent person to assist on the score bench for each game.

• Game results will be recorded on a modified scoresheet.

• Players’ names are not required on the scoresheet. Only the singlet number of each player is necessary. Two players in the same team are not allowed to wear the same number.

• Teams are only allowed to play a maximum of 10 players per McDonald’s Hoop Time day, including Regional & State Finals.

• It is the responsibility of the WINNING team to ensure that the score sheet is delivered PROMPTLY at the conclusion of each game to the McDonald’s Hoop Time Coordinator.

• Teams will be awarded 3 points for a win, 1 point for a draw an 0 points for a loss.

• In the case of two or more teams being tied on equal points at the end of the day, ladder positions will be decided by the result of those teams’ head to head game (E.g. If Team A & B are both on equal points at the end of the day, the team that won the game played between these teams would finish higher on the ladder).

• Where this does not separate the teams, the overall percentage from all games played will be taken into account (this will most likely happen when there is a 3-way tie or if the head to head result between 2 teams was a draw).

• Drawn games will be accepted, except if playing in a final. Where a final game is drawn, an overtime of 3 minutes will be played. For round Robin tournaments - if there is still no winner after extra time, a shoot out will determine the result of the final. For Regional & State Finals - if there is still a tie after the additional 3 minutes an additional 2 minutes will be played. If there is still a tie after this, the game will go to a shoot out.
• OVERTIME RULES – No timeouts will be awarded during extra time. Team fouls carry over from the second half. The clock will stop in the last minute on all whistles of the OT period if the score is 5 points or less. No substitutions in the last minute of OT unless the clock stops.

• SHOOTOUT RULES - Only the 5 players per team that are on the court at the end of extra time are eligible to participate in the shootout. The team listed first on the score sheet will shoot from the free throw line first. Teams will alternate free throws until all 5 players from each team have taken a free throw. If the scores are still tied after all 5 players from each team has shot, players resume from the start until one team scores and the other team misses.

• Numbered uniforms are required. Using tape for numbers is acceptable.

• Shorts should not have pockets in them. It is acceptable to have them sewn or taped up if these are to be used for playing in on the day.

‘Ugly’ Behaviour Policy – An ‘Ugly’ Behaviour Policy has been put in place for all McDonald's Hoop Time days. This policy is to curb what is deemed to be ‘Ugly’ behaviour by any coaches, players or spectators towards officials or staff. A full copy of the policy will be available out at every round robin day & a copy has been sent to every school. A copy is also available on the McDonald’s Hoop Time website www.hooptimebasketball.com.au

Player Eligibility

• McDonald’s Hoop Time has three levels of competition. For maximum enjoyment it is imperative that players and teams are graded correctly.

• The players that participate in the Round Robin days within a particular team will be the same players that progress through to Regional Finals and beyond if their team wins a Round Robin Day or receives a wildcard into Regional or State Finals.

• Players are not allowed to swap teams during or between Round Robin Days or Finals Series, unless the team must add a player or players to make a team due to medical reasons or circumstances outside of the school’s control. The school must seek permission from Basketball Victoria’s McDonald’s Hoop Time Office staff for the transfer of players from one team to another prior to the event.

• Players playing for a school must be a current student at the school. No team is to play players that do not attend the school they are representing. If a player has played that is not a current student at the school, that team will forfeit all its points for the day.

Mixed Rookie Division

➢ The Rookie League is for BEGINNERS ONLY (children who have never played basketball before or only for fun i.e. not in any current domestic program).

Future Stars Division – THE FOLLOWING RULES MUST BE ADHERED TO:

➢ Schools should enter mixed teams of an INTERMEDIATE STANDARD (that is, children that play ANY level of domestic competition ONLY.) However it is preferred that strong or high level A Grade players still play in the All Stars Divisions if possible.

➢ A maximum of 4 A Grade or Div 1 players are allowed in any one Future Stars team.
The following children are NOT allowed to compete in this section:

- Any child that currently plays or has played representative basketball within the last 2 years - VJBL Victorian Junior Championship League, Victorian Junior League (Division 1, 2, 3 or 4) Regional League (East and North West) or any Country Victoria Rep teams.
- Any child that has played in the All Stars Division in the same year.

Schools participating in Country Victoria that have players in a representative team or squad will also be required to enter a team in the All Star Division to allow that player or players to play. They are not eligible for Future Stars. Basketball Victoria reserves the right to grant special exemption in some cases to smaller country schools to play one rep player in a Future Stars side if the school cannot physically field an All Star Boys or All Star Girls team due to insufficient participants. This will be taken on a case-by-case basis & the schools coordinator must seek prior approval to the McDonald’s Hoop Time office staff in order for any rep player to play in the Future Stars.

Basketball Victoria’s McDonald’s Hoop Time Staff have the right to grant eligibility to any player in the Future Stars division who throughout the year is graded into a Representative team after their initial Round Robin day and prior to or during the Regional or State Finals. Prior permission must be sought by the school’s Hoop Time representative to the BV Hoop Time staff PRIOR to the event if this does occur. BV Hoop Time Staff reserve the right to confirm any player’s playing status with the VJBL.

In the event a team plays a rep player in a tournament, the penalty on the day will be as follows: the team can either play the remainder of their games with the ineligible player in the side but not qualify for Finals, or they cannot play the rep player for their remaining games and still be eligible for Finals, but all previous wins with the ineligible player will be overturned and given as a 8-0 forfeit to the opposition.

In the event a team is discovered to have played an ineligible player after they have played in their round robin day, then any results that team had on the day will be overturned and, if they won the tournament, they will not progress through to Regional or State Finals. The team that came runner-up will take their place in the next round of competition.

**All Stars Division**

- Schools should enter their BEST BOYS & GIRLS TEAMS in the All-Star League (regardless of whether they play representative or domestic competition).
- There is a separate Boys and Girls section of the competition.
- In the event where a school cannot fill an All-Star Girls team, one girl may play for the All-Star Boys team as long as this is verified with Basketball Victoria’s Hoop Time Office Staff prior to your event.
- If a team is to field 2 girls in an All Star Boys team due to not having an AS Girls team, they must only be allowed to play one girl on the court at a time.
- No more than 2 girls per ASB team will be allowed.
- Boys are not permitted to play in any ASG side.