Hi All!

Please read the below instructions and follow the fixture for the above Hoop Time day.

• Games are fixtured at 2 x 8 minute halves.
• Tania will be the coordinator on the day.
• The day is split into an A Section & B Section. Both sections will have grand finals on the day. Only the winners of the A section will progress through to the Regional Finals.
• Nunawading Stadium, Burwood Hwy, East Burwood. MEL: 62 C8
• The day begins at 9.30am so please be at the stadium by 9.15am to ensure the day runs smoothly.
• First aid equipment is the responsibility of each school.
• Please ensure that each team has a competent scorer on the bench at all times.
• Canteen facilities are available for lunch, drinks and snacks
• Please make sure teams are on court at their fixtured time to make sure the day runs as scheduled.
• Once the day has concluded, can teachers please ensure they clean up their areas and place all rubbish in the bins provided.
• Best of luck to all teams, I hope everyone has a great day!

Thanks,
Chris
## GLEN IRIS DISTRICT DAY

### All Star Boys ‘A’

| 1. | Camberwell South PS | 6. | St Michael’s PS |
| 2. | St Michael’s PS | 7. | Ashburton PS |
| 3. | Ashburton PS | 8. | Solway PS |
| 4. | Solway PS | 9. | Glen Iris PS |
| 5. | Glen Iris PS | 10. | Camberwell South PS |

### All Star Girls ‘A’

| 11. | Ashburton PS | 16. | Solway PS |
| 12. | Glen Iris PS | 17. | Glen Iris PS |
| 13. | Camberwell South PS | 18. | Ashburton PS |
| 14. | St Michael’s PS | 19. | Camberwell South PS |
| 15. | Solway PS | 20. | St Michael’s PS |

### Schedule

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### All Star Boys Semi Finals

| 1st All Star Boys A | V | 4th All Star Boys A | B1 | Crt 1 |
| 2nd All Star Boys A | V | 3rd All Star Boys A | B2 | Crt 2 |
| 1st All Star Boys B | V | 4th All Star Boys B | B3 | Crt 3 |
| 2nd All Star Boys B | V | 3rd All Star Boys B | B4 | Crt 4 |

### All Star Girls Semi Finals

| 1st All Star Girls A | V | 4th All Star Girls A | B1 | Crt 1 |
| 2nd All Star Girls A | V | 3rd All Star Girls A | B2 | Crt 2 |
| 1st All Star Girls B | V | 4th All Star Girls B | B3 | Crt 3 |
| 2nd All Star Girls B | V | 3rd All Star Girls B | B4 | Crt 4 |

### All Star Boys Grand Finals

| 1st All Star Boys ‘A’ | V | 2nd All Star Boys ‘A’ | Crt 1 |
| 1st All Star Boys ‘B’ | V | 2nd All Star Boys ‘B’ | Crt 2 |
1.50 All Star Girls Grand Finals
1st All Star Girls ‘A’ V 2nd All Star Girls ‘A’ Crt 1
1st All Star Girls ‘B’ V 2nd All Star Girls ‘B’ Crt 2

2.10 Presentation & Close Crt 1

Go to www.facebook.com/McDonaldsHoopTime
• 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 timeout 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 once 5 TEAM FOULS have been committed in that half. The 5th team foul will result in 2 free shots. The juniors will shoot from the modified foul line, which is the closer line & 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.

• The Sin Bin Rule will be in place for all technical fouls. If a player commits a technical foul at any stage during a game, they must sit on the bench for 3 minutes of actual game time. This player can be replaced during those 3 minutes. Once the 3 minutes is up the player can then retake to the court through the next available substitution. If the player is given a technical foul within the last 3 minutes of any half, the remaining time will carry over until the following half or game.

• The Sin Bin Rule is also in place for any Bench Technical Fouls. If a Bench Tech is called, the offending person must clearly move away from the team's bench area so that communication with the bench in any form is not possible for 3 minutes of actual match time. Once the 3 minutes are up they can then return to the bench area and resume coaching/playing.

• Any player or team official who receives more than one technical foul in a game will be disqualified and removed from the playing area and will take no further part in the tournament.

• ‘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

• 5 seconds in the key, centre line violation & 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. Players are allowed to ‘press’ or ‘trap’ at
any stage throughout the game, provided once the trap has been broken the players continue
to pick up a player each.

• 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 stay as the forfeit score.

• The Future Stars/Rookies league 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. If a team cannot play a minimum 2 girls on
court they must play the ratio of 3 boys & 1 girl. If a team plays with either all boys or all girls,
their results from the day will not count & they will be ineligible for finals if playing in the
Future Stars league. A team of all girls may be eligible to play in the Rookies league at the
request of the School Programs Coordinator at Basketball Victoria.

• 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, 2 points for a draw, 1 point for a loss & 0 points for a
forfeit.
• 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 & the other team misses.

• Numbered uniforms are required. Using tape for numbers or writing number clearly on arms 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.

• Long Hair - we will be enforcing the following rule in relation to long hair: Plaits or braids will not be acceptable for players with long hair. All long hair can be placed in a regular loose ponytail or secured in a bun.

Player Eligibility

• McDonald’s Hoop Time has three levels of competition. For maximum enjoyment it is imperative that players & 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 & 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). Children who play in any form of domestic competition, no matter how low the grade, MUST PLAY in the Future Stars.

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, Div 1 or A Reserve 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 12 months – VJBL Victorian Junior Championship League, Victorian Junior League (Division 1, 2, 3 or 4) Regional League (East & North West), Rep Development teams 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 school’s coordinator must seek prior approval from 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 & prior to or during the Regional or State Finals. Prior permission must be sought by the school’s Hoop Time representative from 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 & still be eligible for Finals, but all previous wins with the ineligible player will be overturned & 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 & 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 & 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.
McDonald’s Hoop Time ‘UGLY’ Behaviour Policy –

Basketball Victoria will not tolerate the verbal abuse of officials or staff. If you have a query/concern about the officiating the following process needs to be adhered to:

- Only the parent or teacher in CHARGE of the teams can make the complaint. They can calmly make the Referee Supervisor aware of umpiring issue. If you are not the teacher or parent in charge, then your matter will not be acknowledged.
- The Referee Supervisor or Hoop Time Coordinator can then determine if the game/situation needs to be observed and the matter addressed.
- The Referee Supervisor or Hoop Time Coordinator will gather all the information required to make an informed decision of the course of action needed. In most cases a discussion with the court referee will be sufficient.
- This process is to be undertaken calmly and respectfully or NO ACTION will be taken. We want coaches to coach and spectators to support, but any questioning of calls or aggressive behaviour towards officials will not be tolerated.

Coaches and Players that are deemed to be using excessive aggression or unsportsmanlike behaviour towards opposition players, coaches or officials will be issued with a warning. Repeated behaviour will be brought to the attention of the Referee Supervisor or the Hoop Time Coordinator.

If the behaviour continues the following action may be taken:
- A technical foul will be awarded and recorded on the scoresheet by the official.
- If they still continue, then a second technical foul will be given and they will be removed from the playing area and will not be eligible to return for the remainder of the game/day (decision to be made by Referee Supervisor or Hoop Time Coordinator).
- If a second technical foul is given in a later game on the same day, for the same offense this will automatically result in a disqualifying foul being issued and the player/coach will be asked to leave the playing area.
- Any player who receives a disqualifying foul and is ejected for their behaviour will be reported by the official and will face a Basketball Victoria tribunal, which may result in a suspension and being banned from all Victorian venues for a certain amount of time.
- If the game has concluded (and therefore technical fouls cannot be given), the player/coach is not to approach any official. Any queries must be done through the parent or teacher in charge and done in a calm, respectful and polite manner.
- If a coach or player continues to display poor behaviour they will be automatically asked to leave and will be placed on report.
- Any action taken is at the discretion of the Referee Supervisor or Hoop Time Coordinator and will be based on the severity of behaviour.

Spectators that are deemed to be using excessive aggression or unsportsmanlike behaviour towards opposition players, coaches or officials will be issued with a warning. Repeated behaviour will be brought to the attention of the Referee Supervisor or the Hoop Time Coordinator.

If the behaviour continues the following action may be taken:
- The spectator will be asked to leave the playing area for the remainder of the game.
- If the behaviour continues the spectator will be asked to leave the playing area for the remainder of the day. They will not be allowed to watch any remaining games throughout the day if this occurs.
- If the spectator refuses to leave after being politely asked to, then the Police will be called, as they are trespassing.
- Any spectator that is removed for their behaviour will be reported by the official and will face a Basketball Victoria tribunal, which may result in a suspension and being banned from all Victorian venues for a period of time.
- At the conclusion of the game, spectators are not to approach any official to question calls; they must go through the parent or teacher in charge who must do so politely.
- During this time the game clock WILL CONTINUE to run. If the spectator has not vacated the playing area within three (3) minutes of being asked to do so, the school/team will forfeit the game.
- A technical foul may also be issued to the team’s coach.
- Any action taken is at the discretion of the Referee Supervisor or Hoop Time Coordinator and will be based on the severity of behaviour.