7. Tournament Game Rules

Game Timing Rules

All A & A Reserve games plus Grand Finals across all grades
- 2 x 20 minute halves
- Clock stops for all whistles in last minute of the first half and the last three minutes of the second half
- 2 time outs per team, per half (Clock will stop for Time-Outs)

All B & C grade games (incl. B & C grade Semi Finals)
- 2 x 17 minute halves
- Clock stops for all whistles in the last minute of the first half and the last two minutes of the second half
- 1 time out per team, per half. Clock DOES NOT stop for Time-Outs, except in the last minute of first half and the last two minutes of the second half

All Games
- Warm-up of 2 minutes. Only Venue Supervisors may shorten the warm-up time
- The game clock will not be delayed because teams are not ready
- Half time is strictly 2 minutes
- Drawn games recognised in all games except finals where an extra 3 minutes will be played

Late Start
- The penalty for a late start shall be 1 point for every minute
- At halftime the game is forfeited 20-0 by the team which did not appear with the minimum number of players (4)

Other Game Regulations
- Zone defence is strongly discouraged for all U12 and U14 games at the Eltham-Dandenong Junior Basketball Tournament as with VJBL ruling, however no penalty will be enforced
- 3 point shots will be recognised in all grades. The extended 3 point line will be used in all U16, U18 and U20 games. The inside 3 point line will be used for all other matches
- The foul line will be advanced for all U10 and U12 games to the designated line, or agreed line by the referees/Venue Supervisor -3 seconds in the key will be observed in all grades and age groups except U10 and U12 where 5 seconds will be observed
- Players names may be added at any time during a game, but in a team’s first game, a player whose name is added after half time, shall be required to show the Venue Organiser a player’s ticket, before participating in the game