

1.Teams

- A maximum of 14 players/ team is allowed during the duration of the tournament.
- Each team will participate with 2 different basket shirts set (2 different colors).
- Each club will provide 2 balls per competing team. The balls must be of the appropriate size (see sizes below).
- Each team will be « ready to play » at least 15 minutes before the beginning of each of their matches. All matches will start on time. All teams arriving too late will receive 5 points penalty for every minute they are late.

1.1.Foreign teams:

On arrival, the delegate of each foreign team must go to the secretariat to receive a folder with information about meals, accommodation and keys and to do the “last minute” checks. (player list, referee, translator, etc....).

1.2.Belgian teams:

Every day of the tournament, each Belgian team must be present at least 45 minutes before its first match of the day. A delegate of each team will go to the secretariat to do the “last minute” checks.

2.Matches

2.1.Play time:

There is only 1 central stopwatch. This one dictates the start and duration of each game including the half-time period. There are 2 half time periods of 15 minutes without interruption. On the same field, the matches start every 45 minutes. The play time is the same for all matches of the tournament. In all games, in case of equality, 2-minute overtime will be played and no time-out will be granted during this period. If after this extending a tie remains, 3 free throws will be played by three different players from each team being on the field at the end of the game.

2.2.Time-outs:

Every team is allowed to use 1 time-out of 30 seconds per half-time. This time-out doesn't necessitate using the stopwatch. Time-out is not allowed during the 3 last minutes of each game. No time-out when overtime

2.3. 24 seconds:

There is no 24 seconds stopwatch. To avoid the “freeze” of the ball by one team, the 24 seconds rules will be a matter for the referee's decision. When he/she will estimate that a team “freezes” the ball, the referee will announce the need to shoot. The team having the ball will then have 5 seconds to do this. The referee will indicate a 5 with his hands to warn the team.

2.4. Replacement of player:

The replacement of any player may occur after a whistle from the referee. Replacement will not be allowed during the last minute of each game.

2.5. Half-time:

The half-time period is 2 minutes

2.6. Fouls:**▪ Team fouls :**

As of the 6th team foul of every period, see free-throws rule.

▪ Personal fouls :

A player is disqualified after four (4) personal fouls.

▪ Free-throws rule and points :

Fouls giving right to free-throws (6th foul or on a shoot), free-shot will not be shoot. Points will be awarded directly based on the number of free throws awarded to the player who suffers the foul and the ball will be given to the opposing team. If the foul does not give right to free throws, the team keeps the ball on lateral side.

▪ Disqualifying faults :

A player or a coach is disqualified after two (2) technical fouls. Depending on the seriousness of the foul, the organizing committee may apply more severe sanctions (suspension for one or more games, or even exclusion from the tournament). A team composed by members of the organization and referees will decide whether or not to punish more severely the player or coach excluded from the game.

○ Immediate penalty :

2 points for the opposing team and lateral throw-in (center line)

○ Technical faults

If a player or coach takes a technical foul, a free throw at 1 point is granted and the game resumes where he was. (FIBA code)

▪ Unsportsmanlike fouls:

A player is disqualified after two (2) unsportsmanlike fouls. Depending on the seriousness of the foul, the organizing committee may apply more severe sanctions, up to the exclusion from the tournament. Immediate penalty : 2 points for the opposing team and lateral throw-in (center line)

2.7. Balls:

Each club will provide two balls for each of their team. The home team will provide the ball for the match.

Size :

Boys U17 : Size n° 7

Boys U15 : Size n° 7

Girls U17 : Size n° 6

2.8. Basket jersey:

If necessary, the visited team will change their shirts.

2.9. Ranking:

The ranking is based on the following : 3 points for every match won, 2 points for a tie, 1 point for a match lost and 0 points for withdrawal from a match.

Ranking criteria in case of a draw :

Ranking by diminishing order of the points. If two teams are on an equal place in their ranking, their place will be determined by their direct confrontation. If more than two teams are on an equal place, their place will be determined by points average (marked points divided by boxed points). The highest quotient will be favoured. If there are still teams with equal scores, the ranking will be determined by the number of boxed points. The « winning » team will be the one with fewest boxed points. If teams are still on equal scores, the ranking will be determined by drawing lots.

2.10. Ranking games and finals:**U17 Boys :**

The first two of their ranking will be qualified for the second phase (rank 1 to 8). They will be divided up in two pools of 4 teams. The first 2 two will play the final for the first place and so on. The 3rd and 4th of each pool (1st phase) will be divided up in 2 pools for the 9th - 16th place with direct finals.

U15 Boys and U17 Girls:

The first two of their ranking will be qualified for the second phase (rank 1 to 6). They will be divided up in 2 pools of 3 teams. The 2 first will play the final for the first place and so on. Same for the ranking 7 to 12 with the 3rd and 4th. For the 5th, a championship between the 3 remaining teams will determine places 13 -15.

2.11. General rules :

Any other points of those rules are based on the rules of the FIBA

<http://www.fibaeurope.com>

3. FAIR PLAY :

This tournament is an opportunity to meet other teams from Belgium and foreign countries. The goal is to reinforce contacts between children of different nationalities during the games and also during extra-tournament activities.