



Tournament rules MU12 Competition

Article 1:

General

The competition will be played upon a system of preliminary tour (4 groups of 4 teams), a semi-finals round and finals.

Criteria for ranking in a group (in descending order of priority)

1. Number of victories.

2. In case of a same number of victories:

a. Two teams:

(1) Team that won the game between these two.

(2) Team with the best goal average (points scored minus points against).

(3) Team that scored the most.

(4) Team against whom the least points were scored after the 1st quarter, then the 2nd quarter, then the 3rd quarter. (all games together).

b. More than two teams:

(1) Team with the best goal average in the games amongst the teams with the same number of victories.

(2) Team that scored the most (all games together).

(3) Team against whom the least points were scored after the 1st quarter, then the 2nd quarter, then the 3rd quarter. (all games together).

First round

- 4 groups of 4 teams: round robin (all teams play each other team)
- Ranking: see criteria above.

second round

- Teams ending 1st in their group play semi-finals for places 1 to 4.
- Teams ending 2nd in their group play semi-finals for places 5 to 8.
- Teams ending 3rd in their group play semi-finals for places 9 to 12.
- Teams ending 4rd in their group play semi-finals for places 13 to 16.

Final games

One game for each team, providing the final ranking of the tournament.

This tournament has the support of:



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Article 2:

All games are played under standing FIBA rules, except for:

- Game length: 4x8 minutes.
- Period between quarters: 1 minute.
- Half time rest: 5 minutes.
- Time outs: One per quarter. Time outs cannot be transferred into the next quarter.
- Personal fouls: exclusion for the rest of the game **after 4 individual fouls**.

Possible dispensations on other FIBA rules mentioned in the articles below have priority on FIBA rules.

Article 3:

In case of a tie after regular game time a sudden-death will be played. The rules are the same as for a regular overtime, except the playing time. The team scoring the first basket in the sudden-death wins the game. **Scoring BOTH free throw(s) after a foul call counts as a scored basket. If only ONE free throw is awarded (technical foul), scoring this single free throw counts as a scored basket.**

This article is not applicable in a game for the first and second place in an age group. In that particular case, a normal overtime (5 minutes) will be played.

Article 4:

The teams must be present on the court at the indicated time. Whenever a team arrives too late for a game, the tournament director can declare a forfeit.

Article 5:

Teams must have two sets of jerseys in different colours at their disposal. The team mentioned first on the schedule is considered as the home team. The visitors have to change the colour of their jerseys whenever both teams are having the same colour or whenever the referees consider the resemblance disturbing.

Article 6:

The teams may line up 12 players for every game. Those 12 players needn't necessary be the same for every game. At least 30 minutes before the start of the game, the team manager has to contact the Site Office, and complete the official game sheet in the Site Office (names of the players and coaches).

Article 7:

The organizers will provide the game ball and warming up balls for non-Belgian teams. These balls have to remain in the gym. The team manager has to collect the warming up balls for his team at the Site Office, in exchange of an identity document. Immediately after the game, the team manager has to return the warming up balls to the Site Office, and will then receive his identity document in return. In case of missing balls, the team will be charged for the amount of the missing balls.

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Article 8:

A player excluded during a game (excluding foul) will be suspended for the next game. A player being ejected twice will automatically be suspended for the remaining games of the tournament.

Article 9:

Belgian teams have to design one or two officials for the administration of the games they are participating in. The table officials for foreign teams will be provided by the organization.

Article 10:

Teams declaring forfeit for one or more games during the tournament will not be reimbursed their guarantee (250€) and will their club will not be accepted in future editions of the tournament.

Article 11:

The teams have to respect the courts, the locker rooms, the bar, the dining facilities and the surroundings of the courts. Vandalism will be strongly punished by the tournament direction. All costs linked to vandalism or damages will be charged to the concerned team.

Article 12:

Teams are to use the locker rooms designated by the Site Office. The tournament direction insists on not letting anything in the locker rooms. It takes no responsibility in case of loss or theft of material and equipment.

Article 13:

All teams are responsible for their players, coaches and staff. The organization will not take any responsibility for the consequences of accidents.

Article 14:

Complaints are to be addressed to the Site Office, within an hour after the end of the concerned game.

Article 15:

All forms of zone defense (included zone press) are strictly forbidden in this age group.



Article 16:

The tournament director is allowed to adapt parts of these regulations on tournament day, whenever needed for granting the smooth progress of the tournament.

Possible complaints will also be treated by the tournament director, the responsible of the referees and the responsible of the Tournament Office. Appeal against his decisions will not be possible.

Closing remark: *The above mentioned is a guideline for granting a smooth progress of the tournament and seems by then mandatory. However, the ultimate aim is and remains a confrontation between high level basketball teams, competing for the victory in a spirit of fair play, with a focus on the athletic aspects. Possible discussions should be conducted in a positive way !*

The Tournament Direction