

JUNIOR DOMESTIC CLIMATE POLICY

IMPLEMENTATION FOR TIMEKEEPER ON PAGE 2 & 3 OF THIS NOTICE.

Melbourne Central Basketball Association (MCBA) is mindful that in extreme heat there is a need to change timing regulations to assist with the health and wellbeing of all participants.

When conducting and managing Friday night Victorian Junior Basketball League (VJBL) games, MCBA is required to adopt the VJBL Heat Timing Rules. This Climate Policy relates to all other competitions conducted and managed by MCBA.

Timing regulations if temperature is 30 degrees plus but less than 35 degrees inside a venue.

At this range of temperature, inside a venue, the following rules shall be applied:

In each half, the clock shall be set for 9 minutes for Junior Domestic and 8 minutes for Playball at which time, on the buzzer, there will be a 1-minute break for rest and hydration. The clock shall then be re-set for a further 9 or 8 minutes. Both teams shall be entitled to 1 time-out per half.

There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue Supervisor, the most senior referee on duty.

Timing regulations if temperature is between 35 degrees and 39.9 degrees inside a venue.

At this range of temperature, inside a venue, the following rules shall be applied:

In each half, the clock shall be set for 8 minutes for Junior Domestic and 7 Minutes for Playball, but at the first whistle or score after the 4-minute mark the bench shall signal a time-out and the clock shall stop. After 1 minute the game shall resume until the buzzer sounds indicating the conclusion of the 8 or 7 minutes. There will then be a 1-minute break and the clock will re-set.

At 8 or 7 minutes. The same break shall occur again at the first whistle or score after the 4-minute mark. All these breaks shall be considered referee time-outs. Teams shall be entitled to 1 time-out per half and the foul count shall remain for the second 8 or 7 minute block. The clock will stop as normal in the last 2 minutes of the game.

There is no discretion in the rule, the application of which shall be made by the venue supervisor, or if no venue Supervisor, the most senior referee on duty.

Cancellation of games if indoor temperature reaches 40 degrees

Without discretion, if the indoor temperature at a venue reaches 40 degrees, the game shall be abandoned. Any game cancelled prior to the beginning of the game, or abandoned during the first half, shall be declared a nil-all draw. Any game abandoned at half time or in the second half shall be declared a nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand.

Once games are abandoned at a venue, they are abandoned for a minimum of four games. All other games are presumed to be played.

IMPLEMENTATION

JUNIOR DOMESTIC

Between 30 and 34.9 degrees:

1st Half

- Set Clock for 9 minutes
- At duration of 9 minutes there will be a 1-minute break (to be taken as an Uncharged Timeout)
- Set Clock for further 9 minutes
- At duration of 9 minutes, it will be half time (2-minute break)

2nd Half - Repeat 1st Half

Between 35 and 39.9 degrees:

1st Half

- Set Clock for 8 minutes
- Referee Time-out on the first dead-ball or score after the 4-minute mark (clock stops for 1 minute)
- At duration of 8 minutes there will be a 1-minute break (to be taken as an Uncharged Timeout)
- Set Clock for further 8 minutes
- Referee Time-out on the first dead-ball or score after the 4-minute mark (clock stops for 1 minute)
- At duration of 8-minutes it will be Half-Time (2-minute break)

2nd Half - Repeat 1st Half

40 Degrees and Above:

Games Abandoned

- Before half-time = DRAW – record score nil all
- Half Time or after half-time = nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand.

IMPLEMENTATION

PLAYBALL

Between 30 and 34.9 degrees:

1st Half

- Set Clock for 8 minutes
- At duration of 8 minutes there will be a 1-minute break (to be taken as an Uncharged Timeout)
- Set Clock for further 8 minutes
- At duration of 8 minutes, it will be half time (2-minute break)

2nd Half - Repeat 1st Half

Between 35 and 39.9 degrees:

1st Half

- Set Clock for 7 minutes
- Referee Time-out on the first dead-ball or score after the 4-minute mark (clock stops for 1 minute)
- At duration of 7 minutes there will be a 1-minute break (to be taken as an Uncharged Timeout)
- Set Clock for further 7 minutes
- Referee Time-out on the first dead-ball or score after the 4-minute mark (clock stops for 1 minute)
- At duration of 7-minutes it will be Half-Time (2-minute break)

2nd Half - Repeat 1st Half

40 Degrees and Above:

Games Abandoned

- Before half-time = DRAW – record score nil all
- Half Time or after half-time = nil-all draw unless the margin is ten points or greater, in which case the team leading by ten points or more shall be declared the winner, and the score shall stand.

GENERAL RULES STILL APPLY

Coaches are still entitled to 1 time-out per half, clock still stops in the final 2 minutes of the game and team fouls are for the duration of each half, regardless of the re-setting of the clock.

Note that the 1-minute breaks in the middle of each half, at the 9-minute (or 8-minute) mark, are to be taken and treated as uncharged time outs, regardless of whether they start with the siren or with a whistle. They are NOT quarter time breaks. Therefore, play shall resume as follows:

- If a team has possession of the ball at the siren/whistle, or is entitled to possession for a throw in, then after the break they shall be given possession of the ball for a throw in, nearest to where the play was stopped.
- If there was loose ball at the siren/whistle, then it is a jump ball situation. Alternating possession rule applies.
- Free throws not commenced before the siren/whistle shall be taken after the break and play will continue as normal.
- Free throws commenced before the siren shall be completed before the break. After the break, the throw in shall be awarded as follows:
 1. Last shot successful – throw in by opposition from base line
 2. Last Shot unsuccessful, - jump ball, alternating possession- throw in from the base line
 3. Last Shot with shooter violation- opposition ball - throw in from the free throw line extended.

APPROVAL / VERSION CONTROL	
Original Policy Implementation Date	15 June 2023
Approved by:	MCBA Board
Updated:	17 February 2026
Next Review Date:	June 2025