

BASKETBALL RULES AND REGULATIONS

All matches are to be played under the laws recognized by the Basketball Australia, provided that they do not clash with the rules below.

Minimum players on court:	4 players to start a game. Can finish with 3.	Maximum Players on court:	5
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1. The time of the game should be 2 x 20-minute halves. All basketball should be played at indoor venues, where possible. At least five-minute half time break will be allowed for each game.
2. All players must wear school singlets or sports tops with numbers clearly visible on front and back. Numbers can be 0 -100. School singlets and shorts should all be of the one design.
3. Players' names, initials and numbers should be filled out on the score sheet prior to commencement. A team not having at least four players on the court at the commencement of the match will forfeit one point for every minute late, up to ten minutes, at which point the match will be forfeited.
4. Substitutes can only be made when the ball is 'dead'.
5. Two time-outs per half are permitted. The clock will not be stopped at any time during the game, except for the last minute of the final half. NO time-outs are permitted in the last 2 minutes of the game.
6. 10 players' maximum per team, team name lists are to be completed prior to the start of the match.
7. Send off rule applies – 10 minutes for a minor offence, rest of the game for a major offence. Send off offences include bad language, abuse of umpire, wrestling, arguing, and fighting. Each game is under the control of the referee/s, whose authority and decisions must be respected. Any player whose name and number are taken by a referee should be referred to the School Coach and Sports Co-coordinator for further action. The 'blood rule' also applies.
8. Each team must provide a scorer for each game who are to sit together at score bench. Scoresheets must be signed by representatives from both schools.
9. No extra time is played if results are drawn in a normal round.
10. Points – the ladder will be decided on points, where a win is worth 2 points, a draw is worth 1 point, and a loss is worth 0 points. In the event of schools being equal on points and having played each other, results will be awarded on percentage.
11. FINALS - If the score is level at the conclusion of the second half, an extra five-minute period shall be played. Two (2) minutes is placed on the clock at the end of the game, then the extra five-minute period commences. The clock stops on every whistle during this period. One (1) time out is permitted for each team during this period, the clock stops. No end changes. If the scores are level at the end of the extra time period, the result is based on ladder position.
12. Equipment – home schools are to supply an approved basketball, time clock and score sheets for all matches. Senior, Intermediate and Junior boys use size 7 ball, and Senior, Intermediate and Junior girls use a size 6 ball.
13. Referees – it is the responsibility of the host school to supply AT LEAST one qualified referee per match. Where possible, a green shirt should only be employed when accompanied by a fully qualified referee.
14. MERCY RULE – In the event of a team reaching a lead of 30 points, this team will not be permitted to defend outside their own defensive three-point line, in a zone defence. Doing so will result in a technical foul – 2 free throws, plus possession – against the offending team.

