

# Rules – A Summary

## ***Starting the game***

- Each team is asked to fill out the scoresheet 10 minutes before the scheduled game time. Each team is asked to supply a bench official.
- Teams are asked to ensure that all players are correctly uniformed. The first team listed on the fixture will be expected to change in the event of a colour clash. A spare set of singlets will be held in the Tournament Office in case of emergency.
- No team may commence a game with fewer than four players.
- There is a two point penalty for each minute late. Failure to appear within ten minutes of the scheduled game time means a forfeit: score 20-0.

## ***Playing rules***

- Five seconds in the key applies in Under 10, & Under 12. The three seconds rule applies in Under 14, 16 and 18 age groups.
- A size 6 ball will be used for the girls in all age groups and for boys in Under 10, 12 and 14 age groups. **Zone Defense in these age groups is not permitted. Teams should use 'man to man' defense throughout the games**
- **The Mercy Rule will apply when the opposition team has a 20 point or more lead. That team shall then play within the 3 point area only.**
- A size 7 ball will be used in Under 16, 18 and 23 boys games.
- The short free-throw line will be used for Under 10 and Under 12. The standard free-throw line will be used in Under 14, Under 16, Under 18 and Under 23.
- Three point shots count in all age grades.

## ***Timing rules for all games except grand finals:***

- Two minutes warm-up time is allowed prior to the start of the match. Matches consist of two eighteen minute halves. Half time is two minutes. Players should be ready to start the second half immediately the half-time interval is concluded. Games will not be delayed because players are not on court.
- Teams are allowed one time-out per half.
- The clock shall stop for all time outs and in the last three minutes of the second half on all referee whistles. No time out is permitted in the last one (1) minute of the first half.
- Draws are allowed, except in semi-finals and grand-finals. In the case of a draw in finals, extra time will be played. Each extra-period will be three minutes.

## ***Timing rules for grand finals:***

- Two minutes warm-up time is allowed prior to the start of the match. Matches consist of two twenty minute halves. Half time is two minutes. Teams are allowed two time-outs per half. The clock stops for time-outs. In the last minute of the first half and the last three minutes of the second half, the clock stops for all whistles.