



WARRNAMBOOL JUNIOR BASKETBALL DOMESTIC RULES

1.0 TIMING

- 1.1 **Game Duration:** 2 x 20 minute halves.
- 1.2 **Half Time:** 2 minutes.
- 1.3 The clock will stop on every whistle in the last 1 minute of the **SECOND HALF ONLY.**
- 1.4 **Time-Outs:** 2 x 1 minute time outs per team per half.
 - 1.4.1 The clock **DOES NOT STOP** for time-outs in the first half.
 - 1.4.2 No time-outs in the last minute of the first half.
 - 1.4.3 If the clock reaches 1 minute during a time-out in the second half, the clock will stop.
- 1.5 In the event of a tie, the result shall be deemed a draw.
- 1.6 **FINALS ONLY**
 - 1.6.1 The clock will stop on every whistle in the LAST 3 MINUTES of game time.
 - 1.6.2 One time-out per extra period. The clock will stop for time-outs called.
 - 1.6.3 In the event of a tie, an extra 5 minutes will be played. If after the extra 5 minutes has been played the scores are still tied, the team that scores the first point(s) after the resumption of play will be deemed the winner (the 'Golden Point' Rule). Resumption of play for the 'Golden Point' will be via a jump ball.

2.0 FOULS

- 2.1 **Personal Fouls:** 5 personal fouls per game
 - 2.1.1 The score bench is to notify the team coach when a player has reached 3 personal fouls, and again when they have reached 4 personal fouls.
 - 2.1.2 The score bench is to advise the referee when a player has incurred 5 personal fouls, and the player will be required to come off the court and remain off for the rest of the game.
- 2.2 **Team Fouls:** The score bench is to notify the referee when a team has reached 8 team fouls in a half.

3.0 SCORING

- 3.1 Players must only score their age limit per half. Eg: U12 players = 12 points per half. These limits apply for U12, U14, U17 competitions.
 - 3.1.1 A half includes any overtime periods played in finals should a draw occur.
 - 3.1.2 The score bench is to notify the team coach when a player has reached maximum scoring points.
 - 3.1.3 If a player is within their score limit, they are permitted to shoot the ball and the resulting points scored will be awarded, including 2 free throws. Eg. If an U12 player is on 11 points and shoots 2 points, the score will count but that player may not score again for the remainder of the half.
 - 3.1.4 If a player reaches (or exceeds) their limit, they will not be eligible to score again for the remainder of that half of basketball. If that player shoots and scores, the points will not be awarded to the team or to the player.
 - 3.1.5 If player has scored out but gets fouled, bonus shots will go to another member of that team who has not scored out (as nominated by the coach)
- 3.2 **3 Point Rule:** The 3 point rule will **NOT apply in U12.**



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4.0 COACHING

- 4.1 **Court Time:** All players participating in junior domestic competitions must receive equal court time regardless of their ability, so far as is practicable.
- 4.2 **Zone Defence:** No zone defences are permitted across all grades. This includes finals.
- 4.3 **Mercy Rule:** To cater for situations where one team is dominating another team, two mercy rules have been developed for junior grades, but **do not apply to finals or grading matches;**
 - 4.3.1 **Fall Back Mercy Rule:** If a team is leading by a margin of 20 points or more;
 - 4.3.1a **Initiation:** The coach of the team **not** winning shall advise the referees and opposition coach of the Mercy Rule being initiated.
 - 4.3.1b The team that is winning must not extend their man to man defence further than half court from any throw in situations (sideline or endline). **This does not apply to general play** (rebound/turnover). ***This will apply only to the winning team.***
 - 4.3.1c All "No Zone Defence" restrictions still apply
 - 4.3.1d **Conclusion:** If the margin becomes 15 points or less, the Fall Back Mercy Rule will cease to be in effect and referees should be notified. The coach of the team that is winning may choose to continue to have their players defend from half court at their discretion.
 - 4.3.2 **Continuous Clock Mercy Rule:** If a team is leading by a margin of 40 points or more when the final minute of play is reached, the clock will not stop.

5.0 ADMINISTRATION

- 5.1 **Fill-ins:** Players are permitted to play in a higher Division as a fill-in player (4th or 5th player only)
- 5.2 **Forfeits & late starts:**
 - 5.2.1 One point penalty per minute of lost play
 - 5.2.2 Forfeit after 10 minutes (scratch match may be played)
- 5.3 **Uniforms:**
 - 5.3.1 Shorts to be predominantly black or navy without pockets.
 - 5.3.2 Jerseys will be provided by Warrnambool Junior Basketball on loan for the duration of the season. Charges may apply for failure to return jerseys at the end of the season.
- 5.4 **Players/coaches area:** The "bench" areas are for coaches and players only (not spectators).
- 5.5 **Game points:** WIN = 3 points, Forfeited Game FOR = 3 points, TIED GAME = 2 points, LOSS = 1 point, Forfeited Game AGAINST = 0 points



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6.0 HEAT POLICY (NOTE: Warrnambool Junior Basketball abides by Basketball Victoria's Heat Policy.

For the full policy, please visit: <http://basketballvictoria.com.au/wp-content/uploads/2018/02/Climate-Policy.pdf>)

- 6.1 Referees are instructed to initiate regular extra time-outs during the game and to shorten the game if necessary.
- 6.2 When the court temperature reaches 30°C competition organisers must consider implementing and where the court temperature reaches 35°C, must implement the following timing rules:
 - 6.2.1 Game time must be reduced by 2 minutes per half with 2 team timeouts per half.
 - 6.2.2 The clock must stop for each timeout and the referee must call an additional compulsory timeout close to the half way mark in each half.
 - 6.2.3 Each team must call a timeout before the compulsory timeout and after the compulsory timeout. In the event the coaches do not call a timeout as required, the referees will intervene and call a timeout and attribute them to the respective teams.
- 6.3 When the court temperature reaches 40°C games must be abandoned. Subject to any rule or ruling by a competition organiser;
 - 6.3.1 If a game is abandoned before it commences or before or at half time it is counted as a draw;
 - 6.3.2 If a game is abandoned after half time, the game score stands as a final result.

7.0 SIN BIN (NOTE: Below is an excerpt from the Warrnambool Basketball Incorporated Sin Bin Guidelines document)

- 7.1 A game referee may instantly penalise any obvious form of dissent such as disputing calls, critical comments towards referee(s) or their calls, bad language etc, with a Technical Foul and send the person to the "Sin Bin" for 5 minutes of playing time. NOTE: The Sin-Bin isn't necessarily a specified place; the coach/player/bench person is required to leave the court (or move down the bench) for 5 minutes.
- 7.2 In conjunction with the scorer, the referee will document on the scoresheet the player name, commencement time of the 5 minutes, along with the return to play time. NOTE: If a Technical Foul is for a technical offence (eg. leaning over the line on a pass in), the Sin Bin option would not be applied.
- 7.3 Additionally:
 - 7.3.1 A player who is sent to the Sin Bin is allowed to be substituted
 - 7.3.2 **Non players** sent to the Sin Bin cannot communicate with their bench during the Sin Bin period. **Players** sent to the Sin Bin cannot communicate with teammates during the Sin Bin period but the team's coach can approach and speak to their player while in the Sin Bin
 - 7.3.3 A second similar offence by the same person will result in a second Technical Foul and that person then being disqualified from the game

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WARRNAMBOOL JUNIOR BASKETBALL DOMESTIC RULES

(7.0 SIN BIN continued...)

- 7.3.4 In the event of a Bench Technical Foul being called against a parent or spectator who is near or on the bench, match rules and court supervision should be utilised to control spectator actions.
- 7.3.5 If a Technical Foul occurs with one minute to go in the first half, the person will complete the remaining 4 minutes of their 5 minute Sin Bin period at the start of the second half. This also applies to all intervals of play between periods, including time-outs.
- 7.3.6 If a Technical Foul is called with less than 5 minutes to go in the second half, the person is required to remain in the Sin Bin for the remainder of the game.
- 7.3.7 If a player refuses to leave the court, normal game rules apply. If a Junior player, seek adult support.
- 7.3.8 If a Technical Foul is called against a team with only five players, they will then only play with four.
- 7.3.9 If a team only has two players left and one is issued a Technical Foul and sent to the Sin Bin, the game is over and the opposition win by forfeit.

8.0 REFEREES - Warrnambool Junior Basketball encourages the development of new referees.

As such:

- 8.1 Parents and spectators are not permitted to approach any referee.
- 8.2 Coaches may only communicate in a respectful manner with a referee with a black and white striped top. Referees wearing Green Tops are not to be approached, to ensure their confidence and skills continue to develop.
- 8.3 Any other concerns are first to be raised with the relevant Age-Group Coordinator, who may then elect to speak to the Referee Coordinator or the Warrnambool Junior Committee.