



Phillip Island & District Basketball Association

Competition – Scoring Rules

CLOCK

- The clock stops for all whistles in the last minute of the second half only for games with 6 points the difference
- The clock does not stop for timeouts
- The clock will be set for 2 minutes before the game for warm up and at half time.
- **U10s** 2 x 15 minute halves
- **U12s, U14s, U16B & U16/18G & U20 boys** – 2 x 20 minute halves

TIME OUTS

- Each team is allowed 3 time outs per game, a maximum of 2 per half
- Time outs can be called on any whistle or after the opposition team has scored

SCORING LIMITS

- **U10s:** Players can score 12 point for the game
- **U12s & U14s:** Players can score 16 points for the game
- **U16B, U16/18G & U20 boys:** No scoring limit.
- **U10s:** If a player on 11 points scores a goal, the points will be counted
- **U12s & U14s:** If a player on 15 points scores a goal, the points will be counted

FOULS

- **U10s:** Any player with **5 fouls** will not be able to play for 3 minutes. On the **6th foul** the player will not play for the remainder of the game.
- **U12s, U14s, U16B, U16/18G & U20 boys:** Any player who receives **5 fouls** will not play for the remainder of the game
- Please let coaches know when their players receive their **3rd foul**

DEFENSE

- Zone defense is not permitted in any age group except U20s. Man to man defense is to be played in all other age groups.

DRAWN GAMES

- No overtime for games that finish in a draw, except in Finals

FILL IN PLAYERS

- Fill-in players are only allowed at the discretion of the coordinator and with agreement between the coaches. If a team has five players available no fill-in players are allowed.

Please talk to either Branca or Terry if you have any questions about these rules.