

RULES AT A GLANCE 2020/2021 SEASON

For full details of all rules refer EBA Bylaws & FIBA Rules.

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Grade	8 & Under	10 & Under	12 & Under	14 & Under	16 & Under	18 & Under 20 & Under		
Ball Size	4 2x Team Coaches & Referee's discretion apply SIZE 5 - OPTIONAL	5		6	Girls – 6	Boys - 7		
3 Point Shot	All field goals	are 2 points	3 Points are recognised – black arch line					
Zone defence	Not permitted All Under 12 and Under 14 Age Groups will play no zone defence in the back court. Permitted but not encourd i.e. All players must play man to man defence. Permitted but not encourd							
Free Throws	Taken from the shor on the		Normal Free Throw line – Time Limit: <u>3 seconds</u> from taking possession of ball					
Coaches	Coach is permitted on court to instruct players but must remain outside the 3- point line. (<u>1 Coach only</u>)		Must stay in the team bench area. <u>Only one coach</u> may be standing at any one time.					
Scoreboard	by the lower sco recorded on Courts	<u>D points or more</u> & ag ring team, the score is ide Scoring System (iF n electronic scoreboo Display)	s to be Pad) only,	the score is to be recorded on Courtside Scoring System (iPad) only, but is not required on electronic scoreboard (Public Display)				
Uniform Penalty		Four points per player out of uniform (i.e. incorrect shorts or shirt of both = 4 points per player)						
Timeouts	Each time-out shall last one (1) minute. Two (2) time-outs may be granted to each team at any time during each half. Permitted only <u>if</u> the ball becomes dead & the official has ended his communication with the scorer's table. <u>NO TIMEOUTS PERMITTED</u> WITHIN THE LAST THREE (3) MINUTES OF THE LAST HALF OF THE GAME.							
Ring Height	The ring height shall k above floor for U8 & The last two (2) games in t be raised to 3.05m for 10's for the next upcoming bas	U10 age groups. he season, the hoops will & Under, in preparation	High (Standard FIBA prescribed height) The ring height to be 3.05m above floor					

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3 Sec in Keyway	Does not apply but players are encouraged to get out of keyway promptly.	5 secs	Ruling Applies – Offence Player can only remain in Keyway for 3 seconds					
8 Sec - ball over half way	Does not apply Applies – Once ball is "active" for offence team, the ball must proceed to the within 8 seconds.				ceed to the front court			
Cross Court	Does not apply Applies – Once ball is "active" for offence team, the ball must remain in the				nain in the front court			
Personal Fouls (Player)	A player who has committed five (5) fouls, personal and/or technical, shall be informed thereof by an official and must leave the game immediately. (To remain on the bench for the remainder of the game. The player <u>must</u> be substituted within thirty (30) seconds.							
Team Fouls (Total Fouls by a team) (In a single play period) (2x Halves)	A team is in a team foul penalty situation when it has committed eight (8) team fouls in a period (in any one half). As displayed on "Courtside Scoring System" (iPad). Team Fouls will be shown in RED – (Notify referees immediately) When a team is in a team foul penalty situation, all subsequent player personal fouls committed on a player not in the act of shooting shall be <u>penalised</u> by two (2) free throws, instead of a throw-in. SCOREBENCH: To use the flags provided & affix in holder located on the scorebench iPad cabinet on the appropriate seating side of the offending team.							
Mercy Rule In consultation with Referees & Coaches (Both coaches & referees' decision) (Not a compulsory rule)	In consultation with Referees & Coaches: If lead is 10 points or more & agreed with by all parties, the leading team may be required to retreat to the half way line until the lead drops to 9 points or less.	In consultation with Referees & Coaches: If lead is 20 points or more & agreed with by all parties, the leading team may be required to retreat to the half way line until the lead drops to 19 points or less.			No special rules			
Forfeits	No late start penalty Players can play for opponent's team if other team is short of players	Normal Forfeit Rules Apply						
Game Times (Advertised time is the start of play)	7 minutes between games/warm up time Two (2) x 20-minute halves 3-minute half time break. Two (2) x Time-outs per half permitted		7 minutes between games/warm up time Two (2) x 20-minute halves 3-minute half time break Two (2) x Time-outs per half permitted					
Player Registration & Insurance Courtside Scoring System	Player registrations MUST be completed and finalise, a <u>minimum</u> period of twenty four (24) hours prior to the scheduled time for that player's nominated team will actively play in the competition. (Player not on the system – Unable to play) Player must appear on the online registration system, (SportsTG), to become active & to appear on the Courtside Scoring System. (EBA to recommend to all players or participants, allow forty eight (48) hours, before commencement of scheduled game time.) All individuals/participants must register via the Eaton Basketball Association advised SportsTG link / portal, payment of the BWA Insurance Fee is required and all players must adhere to the BWA insurance expiry notifications.							