

Primary Basketball Rules

- 1. Game time:** There will be two 10-minute halves running clock with 30 second Intervals
- 2. Balls:** Year 2-3-4 size 5, Year 5-6 size 6 basketball
- 3. Substitutions:** Can be made at anytime but players must leave the court before being replaced. Teams will incur a technical (Rule 10) foul for breach of this rule: One foul shot. **Players must give substitute a high 5 at substitute seats.**
- 4. Team management:** All Teams **must have** a Coach/Manager or Parent seated with the team for each game. If this person is not present, the game will be cancelled and the opposition win by forfeit.
- 5. Scorebench:** The two playing teams **must each** provide a person to do the scorebench for their own game.
- 6. Disputes:** If there is a dispute you need to notify the **Venue Controller** do not approach the referee.
NSEC: Tessa Bennett **AUT:** Graham Legge **Massey:** Jenny Fotu
- 7. Uniforms:** Each player must have the same t-shirt or singlet and shorts (colour and style). If teams are playing in the same colours as their opponents the first team on the score sheet will need to wear Bibs, all jewellery must be removed (all ear piercings must be covered with tape or band aid) Hair longer than shoulder length must be tied up. No trousers, Non-marking shoes, No bandannas or caps or barefoot are allowed on the court.
- 9. Shooting foul:** 1 free throw, no line up and shooting team will retain possession at the free throw line extended (sideline).
- 10. Technical fouls:** Arguing with referees, bad language, or unsportsmanlike behaviour will **NOT** be tolerated by coaches/players or spectators. This will result in a technical foul one free shot
- 11. Default games:** If your team is unable to play a scheduled game due to any circumstance, it is your duty to contact the school team you are scheduled to play and advise them of the default. You also need to contact **Harbour Basketball**
Harbour Basketball the Competitions Manager: 02108397318 or
competitions@harbour.basketball
- 12. Mouthguards:** All players must wear a mouthguard when they play.

- 13. Late arrival/Forfeit game:** If a team is not ready to take the court with the minimum of 5 players at the scheduled start time they will be penalised 2 points per 30 Seconds for a maximum of 3 minutes. At this point, the game will be forfeited and the score will be recorded as 12-0. The offending team will lose the game in the same circumstances a forfeit. (During the Orange setting of the CPF we accept a minimum of 4 players to begin the game)
- 14. Championship points:**
- | | |
|--------------|-------------------|
| Win | 3 |
| Tied game | 2 points per team |
| Loss/Default | 1 |
| Forfeit | 0 |
- 15. Defence:** half court man-to-man defence only i.e. As soon as a team gains possession of the ball in their backcourt, the defensive team must return to half way. **Mercy Rule:** If your team is 15 points or more ahead they must return to the 3 point line to play defence whenever the opposition have possession
- 16. Players may only play one game per night:** No player registered for one team may take the court for another team without permission of the Venue Controller. If a player is found to be playing another game that game will result in a forfeit. To encourage girls' participation in Junior Basketball- girls are permitted to play in a mixed grade team on the same evening if registered.
- 16.1** A player may play for a team in the same or higher grade but must be at the same school, for a maximum of two games only however the player must decide whether they play for their registered team or fill in for another team from their school on that night. The player may not play in both games.
- 16.2 Players eligibility:** For a player to play in the finals he/she must be registered and have played a minimum of 6 games in the initial round robin for that team.
- 17. Registering new players:** Further team registrations throughout the competition will need to be registered on the roster form.
- 18. Time-outs:** There will be **NO TIME-OUTS**
- 19. Food and drinks:** Food is not permitted in the court playing area. Water must not be consumed **on** the court
- 20. All QF, Semi-final and Grand Final games:** If the game concludes with a draw a "sudden death" shoot out will be taken with the 5 players who were on the court playing participating. Each team will line up at the free throw line. Teams will alternate shots until all five players have shot. If the score remains tied, the first

member to shoot from each team will shoot in a “sudden death” scenario. If both make their shots (or both miss), the next player from each team will shoot in a sudden death scenario again. This process will be repeated until there is a winner.

- 21. Classification:**
- a)** If 2 teams (or more) teams have equal points; the result(s) of the game(s) between the teams involved will be used to determine placing's.
 - b)** If teams are still tied their points difference (for and against) will determine placing's, taking into account only the results of the games between the teams that are tied.