

Primary Basketball Rules

Valid as of 1st January 2025

1. **Game time:** There will be **two 12-minute halves** running clock with a 60 second half-time.
2. **Balls:** All Grades will play with a size 5 basketball.
3. **Substitutions:** Can be made at any time 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. **Score bench:** The two playing teams **must each** provide a person to do the score bench for their own game.
6. **Disputes:** If there is a dispute you need to notify the **Venue Controller** do not approach the referee.
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.
8. **Shooting foul:** 1 free throw, with everyone else outside the restricted area and shooting team will retain possession at the free throw line extended (sideline).
9. **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
10. **Forfeit games:** If your team is unable to play a scheduled game due to any circumstance, you must contact Harbour Basketball's Competitions Administrator (comps@harbour.basketball) **24 hours before the scheduled game**. This ensures there is sufficient time for the opposition to be notified.
11. **Mouthguards:** All players must wear a mouthguard when they play.

12. **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.

13. **Championship points:**
- | | |
|-----------|-------------------|
| Win | 3 |
| Tied game | 2 points per team |
| Loss | 1 |
| Forfeit | 0 |

14. **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 halfway.

Wrist Bands: Players on court will all be required to wear one of 5 coloured wristbands. Each player will only be able to play defence on the player in the opposing team with the matching colour band. If a player loses possession of the ball due to being guarded by a player with a different colour wristband, the game will be stopped, and possession of the ball will be returned.

Swapping wrist bands between teammates on the court is permitted.

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

15. **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.

15.1 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.

15.2 **Players eligibility:** For a player to play in the finals he/she must be registered and have played a minimum of 4 games in the normal season (not including grading games) for that team.

16. **Registering new players:** Further team registrations throughout the competition will need to be registered on the roster form.

17. **Time-outs:** There will be **NO TIME-OUTS**

18. **Food and drinks:** Food is not permitted in the court playing area. Water must not be consumed **on** the court.

- 19. 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.
- 20. Ladder position:** Teams will be ordered on the ladder according to the following order:
1. Competition points (e.g., 3 points for a win, 2 points for a draw, 1 point for a loss)
 2. Goal Difference
 3. Percentage (Points for / Points against)
- 21. Margin of Victory Cap: For all non-grading games** -Teams for and against records on the ladder will have a margin of victory capped at 15 points. This will not display on the results. It will only be effective in the ladder to determine Semi-Finalists and other positions. The purpose of this rule is to avoid teams attempting to increase their points differential by beating a weaker team by as many points as possible. This in addition to the mercy rule at attempts to limit the negative effects of one-sided games.
- 21. Height of Hoop:** Year 5&6 Leagues will play on 10ft hoops. Year 2-4 Leagues will play on lowered hoops 8ft 6inches high.