

BASKETBALL RULES

All HOME games will start at 8:30am, 9:30am, 10:30am and 11:30am for all groups.

SECONDARY GAMES

- Matches may commence if three (3) players are present.
- However, if five (5) players are not present by the end of the half time break, a forfeit should be enforced – however teams should make every effort to play the game. Games to go ahead after forfeit with borrowed players from other team where possible.

BALL SIZE

- Middle to Senior Size 7 Ball (ages 13 and above)
- Primary and Year 7 size 6 Ball

PLAYING MORE THAN ONE GAME

- Players allowed to play ONE game only, unless a **request** has been made towards the **referee** and there is negotiation between coaches and **agreed** upon by both to play someone more than once.
- It is noted that coaches should not reasonably withhold permission for this to occur.
- Teams to play players “up” rather than from a higher division.

TIMING OF GAMES

- 4 x 10-minute quarters
- 2 Time-Outs during the First Half.
- 3 Time-Outs during the Second Half, with a maximum of 2 of these Time-Outs when the game clock shows 2:00 minutes or less in the Fourth Quarter.
- 1 Time-Out during each overtime.
- Unused Time-Outs may not be carried over to the Next Half or Overtime.
- Clock is stopped for Time-Outs
- Clock stopped – on all whistles – in the last 3 minutes of the Fourth Quarter and the 5-minute Overtime period (if required).
- If the clock has been stopped, the clock shall restart when:
 - After an unsuccessful last free throw and the ball continues to be live, the ball touches or is touched by any player on the playing court.
 - During a throw-in, the ball touches or is legally touched by any player on the playing court.
- The FIBA Rule in which the clock is stopped after a field goal during the last 2 minutes of the Fourth Quarter, and the 5-minute Overtime period (if required), is **NOT** implemented.
- A team is in the team foul penalty situation after it has committed four (4) team fouls in a quarter.
- All team fouls committed in each Overtime shall be considered as being committed in the Fourth Quarter.
- For all grades, the three-point rule shall apply.
- *The last three minutes being fully timed can be waived by agreement between coaches.*
- Overtime period applies for Senior / Open A & B and Middle A & B

RULES

- The Association operates under FIBA Rules.
- A Technical Foul should be imposed for any audible obscenity.
- Normal full sized ball will be used / Year 7 Middle 4 Competition will use the size 6 ball.

UNIFORM

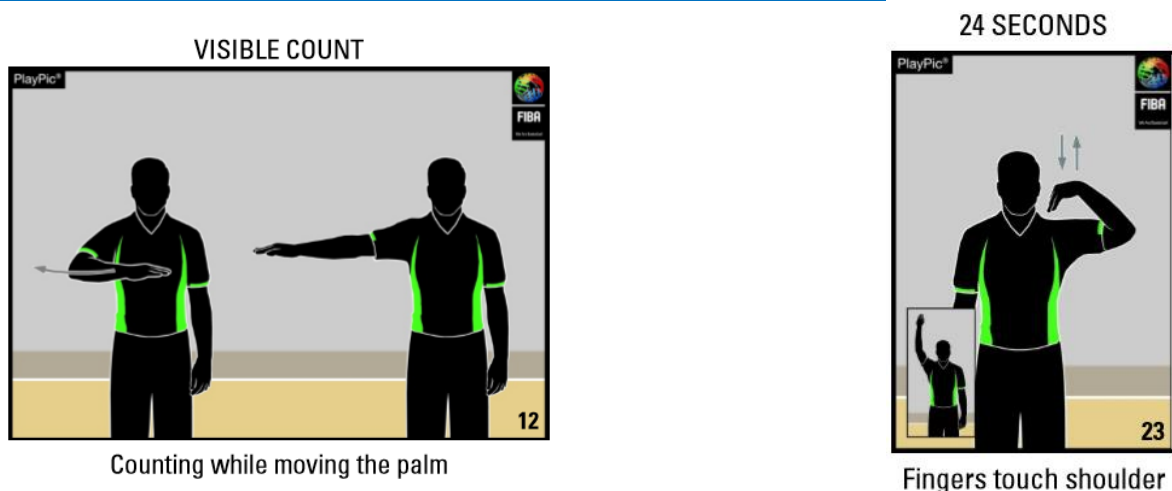
- Players on all indoor courts must wear non-marking footwear
- It is recommended that if a player wears a T shirt under his/her team singlet at any indoor venue, that it be the same colour as the team singlet.
- It is recommended that regulation shorts are to be worn.
- School basketball uniforms must be worn, with numbers as per basketball rules.

SHOT CLOCK

- An electronic Shot Clock **shall not be used** and the Shot Clock Rule shall be managed by the Game Officials.
- In this case, the officials will conduct a mental count in their head.
- When it reaches 10 seconds remaining, Officials will loudly voice "10", to inform teams that there are 10 seconds remaining to attempt a shot for a field goal.
- Following this, Officials will visually count the remaining 10 seconds

SAAS FINALS - SHOT CLOCK 24-SECOND / 14-SECOND (If the Venue has one Available)

- All competitions shall implement the 24-Second / 14-Second Shot Clock Rule, as per the FIBA rules.
- Whenever:
 - A player gains control of a live ball on the playing court,
 - On a throw-in, the ball touches or is legally touched by any player on the playing court and the team of that player taking the throw-in remains in control of the ball,that team must attempt a shot for a field goal within 24 / 14 seconds.
- To constitute a shot for a field goal within 24 / 14 seconds:
 - The ball must leave the player's hand(s) before the shot clock signal sounds, and
 - After the ball has left the player's hand(s), the ball must touch the ring or enter the basket.



REQUIREMENTS OF TEAMS

- Each team is to supply a scorer.
- The home team is to supply a timekeeper

UMPIRES

- Through SAAS Umpires will be appointed to games (Open/Middle A-B-C) and paid by SAAS (Schools will be invoiced).
- If the game is changed for any reason, the payment will still come from the programmed host school.

PLAYER VOTES

- At the conclusion of the Open A1-A2 matches the umpires will nominate 3-2-1 Player votes.
- The votes from these games will be forwarded to SAAS and counted towards the SAAS Player of the Year and the SAAS Team of the Year selection.

REPORTED PLAYERS

- If a player is sent from the court by the umpire for a reportable offence, the umpire **MUST** – at the conclusion of the game – complete a report card provided by the Coach.
- If any player is Reported in a game, the information will be forwarded to the SAAS office, where it will be again forwarded to the player's school Sports Co-ordinator and/or Principal for appropriate action.
- The SAAS Report and Penalty Guidelines will be used to decide on an outcome from the incident.
- *Note: This does not include normal fouling out.*