

RULES & REGULATIONS

Score Sheets

Score sheets MUST be filled out prior to the start of each game. They will be available at the STARplex reception desk. If you are the 2nd team adding your team list please take the completed score sheet to your game court.

Games will start at the designated starting time and game clock will commence as a running clock, so failure to complete the score sheet before team warm-up will result in 2 points awarded to the opposition.

Players

A player may only play for 1 [one] team in 1 [one] age grade

Players must play in 2 [two] games to be eligible for finals

Both teams must provide a scorer/ timekeeper for their game. Failure to do so will result in a 10 [ten] points awarded to the opposing team

Players have until halftime to participate in their game. Any players arriving after half time will not be permitted to play that game

In the event of a colour clash, Team B shall change uniform or wear bibs

Age group requirements are the same as BSA, players who turn the age of the grade before 31.12.14 must play in that age group.

Incorrect Uniform

There will be no penalty for incorrect uniform, but teams are required to maintain a high standard.

Uniforms which the Venue Co-Coordinator judge to be confusing to opponents or of unsatisfactory standard will be not permitted.

Timing Rules

Each game, including finals will consist of 4 x 10 minute quarters

One minute break between quarters

Two Time outs per team in the 1st half of the game

Two Time Outs per team in the 2nd half of the game

In the event of a tied score No overtime played in minor round games.

Minor Round and Semi Final Games

CLOCK DOES NOT STOP

(NO timeouts allowed in the last two minute of the first 3 quarters and the last three minutes of the 4th quarter of the game)

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GRAND FINAL Games

CLOCK ONLY STOPS for all time outs in the game

AND whistles in the last two minutes of the game.

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Required Number of Players

In all grades, teams must have four [4] players on the court before the game can commence. The 5th player must take to the court by the start of the 2nd quarter of the game to be eligible to play.

A team may consist of a maximum of 10 registered players.

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Zone Defence

Zone defense is not permitted in Under 10's, Under 12's, Under 14's age groups. The definition of a zone defence and the penalties for the use of zone defence, shall be as prescribed by Basketball Australia for the Australia Under 14 Club Championships. The Court Supervisor shall play the role of 'Zone Buster'. If a coach/ manager believes an opposition team is playing a zone illegally, they should inform the Supervisor. The referee will indicate to the offending teams coach that 'zone defence is not permitted. If it is confirmed that 'zone defence' continues to be played the referee will call a Technical Foul on the bench of the offending team. If the offending teams continues to play 'zone defence' the referee shall call a halt to the game and declare a forfeit.

Size Ball

Size 5 - Under 10's
Size 6 - all girls games
Size 6 - Under 12's and U14's games
Size 7 - all other grades

All teams must provide their own match balls.

The Referee will choose the match ball before the start of the game.

Three Point Rule

The three [3] point rule will apply to Under 14's and above

Tied Games

Ties will be recognized except in all Finals where an extra three [3] minutes will be played. One time out will be granted in this extra period. All un-used time outs in game proper don't carry over.

CLOCK ONLY STOPS in the last two minutes of the extra period.

Late Start

The penalty for a late start shall be one [1] point for every minute of part thereof. Any team 10 minutes late the game will be forfeited—0-20 to the team which did not appear with the minimum number of players

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Mercy Rule; All Under 10's and Under 12's games

In any game where the score shows a difference of twenty [20] points or more, all players from the leading team must be behind the three point line. Once the ball has passed across the three point line, the defensive players are allowed to occupy any position on the court.

If the team which is twenty [20] points or more in arrears loses possession of the ball for any reason at all, before it has reached the three point line, and there are more than two [2] Defensive players in advance of the three point line, then the ball is returned to the offensive team.

Carnival Points will be allocated as follows

Win - 3 points

Draw - 2 points

Loss - 1 point

Forfeit - 0 points

Teams finishing on equal points, the tiebreaker will be the result of the game played between the tied teams. Otherwise percentage system will apply

Any player reported must appear before the STARplex carnival tribunal before playing any further games.

All matches will be played under current BSA rules except those specified here.

The umpire in charge will be the rules interpreter.

Clubs and teams will be held responsible for any damage caused to any part of Starplex or Associated Venues

All players / spectators play at their own risk at STARplex or Associated stadiums