

PLAYBALL BASKETBALL

PLAYBALL COORDINATOR HAS FINAL ADUDICATION ON THE INTERPRETATION OF RULES

SUMMARY RULES 2022

- **Game Times:** Two x **18-minute** halves. Halftime: **2-minute**. (17-min TUE APC / PRT.SEC / FRI SMPS)
- **Game Clock:** Clock does **NOT** stop.
- **Time Outs:** 1 time out per half per team of **1-minute** duration. No time outs in last 3-min of the game.
- **Team Sheet** to be completed 3-minutes prior to game start, with singlet no., **First Name & Surname**. Clock will start on time.
- **Free Throw line** is advanced by 1-metre for Year 1 to 4 Divisions. For Year 5 and over the regular Free Throw Line is used.
- **Ring Height:** For Year 1's (1&2 GESAC) where possible will be lowered to 8.5ft or the default lower setting.
- **3-Point Shot** allowed and counted for **Years 5&6** only.
- **No-Zone-Rule** applies to all Playball Competitions. (*person-to person or help defence allowed*)
- **Mercy Rule:** Teams leading by 10 points or more (Year 1-4) must fall back within the three-point circle on defence until the ball passes the half court. For Year 5/6 teams, a lead of 15 points is allowed. (*This rule does not apply for finals.*)
- **Maximum Individual Points:** Ten points maximum per player per half **Years 1-4**. Twelve points max per half for **Years 5&6**. If on 9 or 11 points, a 2 or 3 point shot counts. It is the scorer's responsibility to advise players who are at their maximum allowed points. Excess points are deducted from the score sheet at the game's conclusion.
- **Correct Uniforms & shoes** to be worn. No shorts with pockets, no pants, jewelry.
- **Teams can field fill-in players:** from an equal or lower grading to a total of six players only on the scoresheet provided fill-in players are from the same year level or lower and the match result will stand.

NO NO
REFS PLAY



**RESPECT THE REFS
ON GAME DAY**

