

PLAYBALL COORDINATOR HAS FINAL ADUDICATION ON THE INTERPRETATION OF RULES

Timing regulations

- **Game Times:** Two x 18 minute halves. (17 minute halves Tuesdays at APC)
- **Halftime:** 2 minutes - Timed on match clock.
- **Time Outs:** 1 time out per half per team of one minute duration. No time outs allowed in last 3 minutes of the game.
- **Clock Stops:** in the last one minute of the game (for games within 6 points only) for **All Referee Whistles**. It is the responsibility of the score-keepers to implement. Rule does not apply to Year 1 competitions, i.e. The clock is not stopped.
- **10 Seconds in Back Court:** Team in constant possession has 10 seconds to bring the ball over half court for Year 3-6.
- **5 seconds in Key** area for the team on offence applies for Year 3-6 competitions. Year 1&2 encouraged to move through.

Premiership points

Win-3 pts, Draw-2 pts, Loss-1 pt, Forfeit & Walkover-0 pts and score recorded 20-0. Byes-not counted. Loss to higher grading-2 pts awarded & 15 point maximum difference recorded. Where difference in score is >15pts, the winning teams' score is reduced. For up to date ladder positions, rules and fixtures, go to <http://www.playballbasketball.com/>

Competition regulations

- **Team Sheet** to be completed 3 minutes prior to game start, with singlet no., **First name & Surname**. Clock will start on time.
- **Adult Score Keeper** or timekeeper each team is to supply. **Size Five** ball used for Years 1-4. **Size Six** Years 5 and above.
- **Seating:** Where seating allows, only officials and players to sit on score bench side of court. Spectators on opposite side.
- **Free Throw line** is advanced by 1 metre for Years 1 to 4 Divisions. For Years 5 & 6 the regular Free Throw Line is used.
- **Ring Height:** For Year 1's (1&2 GESAC), ring height 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.
- **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 up to Year 4. Twelve points maximum per half for Years 5/6) If on 9 or 11 points, a 2 or 3 point shot counts. It is the scorers responsibility to advise players who are at their maximum allowed points. Excess points will be deducted from the score sheet at the game's conclusion.
- **Grand Final Eligibility:** Players must have played a minimum of 7 games in a two term season to play in a grand final. Teams joining the competition **Mid Season** i.e. Terms 2 or 4 are ineligible to play in a Grand Final. Would play position 3v4.
- **Correct Uniforms** & shoes to be worn. No shorts with pockets, no pants or jewelry. Penalty: 2-point penalty per singlet and/or short infringement.
- **Re-grading Teams:** Playball may re-grade teams b/w Terms. Points are carried over for Teams being relegated only.
- **Insurance:** Teams are covered under Basketball Victoria's Insurance Policy for Public Liability and Sports Injury Insurance whilst playing and team training, Australia wide. – *see website for details.*
- Where a team is allowed by Playball to play in a lower year level (*due to standard*), they are ineligible to play in Grand Final.
- **Girls Competitions:** It is recommended that girls only play in Girls Designated competitions
- **Foul Calls:** Referees will call all fouls always for children's safety. Violations may be called more leniently for Year 1 & 2 teams whilst children are still learning the game basics. From Years 3 onwards, as competition becomes more skillful, referees will enforce violations more strictly. On all calls made for Years 1 & 2 teams, referees will explain their decisions.
- **Referee Coaching:** Referees are encouraged to 'coach' teams where they see a need.
- **Disputes** – seek out the Stadium Co-ordinator during the game not after. Single court Stadium – speak to Referee.

Use of fill-in players

This rule is to not disadvantage the team who fields registered players, whilst avoiding forfeits that disappoint players.

- 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.

Heat Policy

When the court temperature reaches **30°C** competition organisers must consider implementing and where the court temperature reaches **35°C**, must implement the following timing rules: (At **40°C** court temperature, games are abandoned.)

- **Compulsory Time out:** The referee will call a compulsory 1 minute timeout half way through each half. The clock does not stop for time outs. Each Teams can call for two timeouts per half on either side of the compulsory Referee time out. If coaches have not called a time out, at the referees discretion he/she may call for 1 additional referee timeout per half.

Use of stadiums

NO FOOD is to be consumed by children or parents within a stadium. **DRINKS** must be within a resealable container to minimise spillage. Correct gym shoes are required to play -. Children to be supervised at all times by an adult guardian. Depart from school stadiums quietly to preserve neighbourhood amenity.