

BASKETBALL

1 ELIGIBILITY

- 1.1 Competition shall be conducted in Open, Senior, Year 10, Year 9, Year 8 and Year 7 grades.
- 1.2 The maximum number on a team list will be 12 players.
- 1.3 For a team to be able to start the game, the minimum number of players to take and remain on the court will be 4 players. Otherwise the team will forfeit. Game to be forfeited if less than two players are able to continue.

2 FIXTURES

- 2.1 Games commence as soon as possible after school on the scheduled afternoon / evening.
Time is allowed for the visiting school to travel after school and to have 15 minutes warm-up after arrival. A five minute warm-up is to be allowed on court between each games.
- 2.2 The Association recommends the games be played in the following order:
Year 7, Year 8, Year 9, Year 10, Senior and Open.
If mutual agreement cannot be reached, the home team has the right of decision.
- 2.3 Each game will consist of four quarters of 10 minutes with a running clock. The running clock would be for all game time except those stated in 2.4 or injury (stopped by the referee).
 - 2.3.1 If circumstances require shortening of games:-
Open games remain at 10 minute quarters. All other grades the length of games will be negotiated between the two Co-ordinators. That is, any decision to alter the length of a game must be negotiated by the school representative.
- 2.4 The clock will be stopped for all time outs.
Time outs: One per quarter, two time outs in the fourth quarter.
Stop clock:
Clock will stop in the last minute of the second quarter after each referee's whistle.
Clock will stop in the last two minutes of the fourth quarter/and the last two minutes of any time period after each referee's whistle and additionally after each basket.
- 2.5 **Abandoned games:**
If a game is abandoned and at least 50% of the QGSSSA official match time as stated in the By Laws has been completed, the scores at the end of play will stand.
- 2.6 **Use of zone defence**

Zone defence shall be prohibited in all grades of the Year 7, Year 8 and 9 competition.

2.6.1 Definition – Zone Defence

Any defence played in the half court which does not incorporate normal person-to-person defensive principles shall be considered to be a zone. For this purpose trapping defences which rotate back to person defensive principles will be acceptable.

2.6.2 Violations of Man-to-Man Defence

The use of person-to-person defence is integral to Under 13 and 14. Therefore when observing games, the coordinator or their appointed representative should be concerned about determining players or teams who are not executing man-to-man principles.

Specifically, violations fall into one of the four main categories listed below:

2.6.2.1 One or more players was/were not in an acceptable man-to-man defensive position in relation to the ball

2.6.2.2 A cutter moved all the way through the key and was not defended using acceptable man- to-man defensive techniques; for example bumped, switched, followed.

2.6.2.3 Following a trapping or help and recover situation the team made no attempt to re-establish man-to-man defensive positioning

2.6.2.4 The team zone pressed and did not assume man-to-man defensive positioning once the ball had been advanced into the quarter court.

2.6.3 Notes for coordinators or their representative- in any judgement

- Take into account the intention of the defensive team
- Take into account the time and state of the game
- Deliberate and pre-meditated use of a zone defence at a critical time in the game should be acted on immediately
- Where there is any doubt, the benefit of the doubt must be given to the defence, ie: be sure of the violation.

2.6.4 Penalty

1st Violation Warning to Head Coach

2nd Violation Technical foul. Personal unsportsmanlike on the head coach

3rd Violation Technical Foul. Personal unsportsmanlike on the head coach and subsequent disqualification of the head coach

Further technical foul on each following occasion

(This is in accordance with Australian Basketball recommendations for Under 14 Basketball).

Both school's coordinators or their representative should advise referees of the situation as per the No Zone Rule – i.e. when the ball is dead.

3 **VENUE**

- 3.1 It is preferred that all games are completed in four (4) rounds and if it is not possible at the same venue, then negotiated.
- 3.2 All schools shall make an attempt to play games indoors. This being the case, no games should be affected by adverse weather.

4 **EQUIPMENT**

- 4.1 The Home School will supply the game balls. Minimum standard for game balls – synthetic leather. (Recommend Molten GF6, Spalding Grip Control or balls of equivalent standard).
- 4.2 All grades will play with a size 6 ball.
- 4.3 Official school uniforms that are correctly numbered:
Numbers 4 - 15 , 20 – 25, 30 – 35, 40 – 45, 50 – 55 front and back will be worn.
- 4.4 Shorts to have no pockets.

5 **OFFICIALS**

- 5.1 Referees: Refer to Team Sports 11
- 5.2 Each school should appoint a scorer and a timekeeper for each game.
The scorebook is the official record/result (not scoreboard).
Each school provides one scorebench official.
The home school is to provide the timer and the visiting school is given the option to provide the scorer. If the visiting school is not able to provide the scorer then the home team to provide both.

6 **RESULTS**

Refer: Team Sports 5