

PREMIER LEAGUE

BASKETBALL RULES AND REGULATIONS

- 1 The Competition shall be conducted under the rules specified by the Victorian Amateur Basketball Association (VJBL) except where amended below.
- 2 Schools are required to declare their team of **maximum 10 players** prior to each game. The names will be entered on the score sheet prior to the commencement of the game. Teams must field **a minimum of 4 players** for a game to commence.
- 3 Matches shall **commence at 1.15pm** and shall be played at the venue of the first named college on an indoor court.
- 4 Games shall be 4 x 10-minute quarters, with a 1-minute quarter time break and 3-minutes at half time. Game times are overruled by the **SACCSS Safety Policy** and alterations to game times must be made.
- 5 For every ten minutes a team is late four points will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 6 The home school shall appoint 2 Referees. It shall be the responsibility of the home team to pay the Referees at the end of the game.
- 7 In the event of the Referee being later than 15 minutes of the official starting time of the match, the Coaches shall confer in an attempt to reach a mutual agreement as to who should referee the match. If no agreement can be reached, the game shall be abandoned, and a decision made re awarding points or the allotting of another date of play.
- 8 All venues MUST have a visible, electronic timer which ideally displays scores as well
- 9 The clock MUST STOP for all whistles in the last 1 minute of the SECOND QUARTER.
The clock MUST STOP for all whistles in the last 3 minutes of the FOURTH QUARTER
*** If the score line is greater than 20 points, the Referee and coaches may instruct the bench to not the stop the clock.
 - Two time-outs are permitted per team in each half.
 - The clock does not STOP for substitutions except in the last 3 minutes.
- 10 In the event of equal scores, the match is deemed a tie. No extra time may be played in Home and Away matches that are NOT finals.
- 11 The following points shall be awarded for each game:

• win	=	4
• draw	=	2
• loss	=	0
- 13 Ladder Scheme: ladders for all Premier League Basketball competitions will be based on the following
 - Total Match Points
 - Percentage
- 14 In the event of a draw at the end of full time in any **final (Semi or Grand Final)**, two **three-minute** halves of extra time will be played. **If after the end of extra time the scores are still drawn, the game will restart from the center with a jump ball and the first team to score will be declared the winner.**
- 15 Teams requiring forfeiting a game must notify the Executive Officers and the opposing team as soon as possible. A forfeit will result in the game being awarded to the team available to compete, they will receive four match points and a win margin of 25 points to 0.
- 16 Teams shall provide:
 - **HOME Team:** An approved basketball (leather size 6 for females in years 7 -10 and males in year 7, a leather size 7 for males in years 8 - 10).
 - **BOTH Teams:** It is the responsibility of **each team** to provide a competent Non-Playing/Non-Coaching scorer/timekeeper. These scorers should be seated together, away from spectators, for the duration of the match, cross checking scores as the game progresses.
- 17 Players shall wear correct basketball attire including numbered singlets.
- 18 Players are required to have their nails cut or taped.
- 19 For a disqualifying foul, the Referee shall have the power to send off a player for the remaining time of the game. If a player is sent from the court for serious misconduct, they will remain off the court for fifteen minutes and may not be replaced.
- 20 All players are encouraged to wear mouth guards.
- 21 As per VJBL; **UNDER 14 NO ZONE RULE (applied to Year 7 Premier League Competition):**

At no stage is a Zone defence permitted; as per VJBL Rules of Operation.

- Coaches are not permitted to instruct a team to play zone and they must play 'Man to Man' defence using correct 'Man to Man' defensive principles.
- If a coach hasn't instructed their team to play a zone, but their team is playing a zone outside of their instructions, it is the coach's responsibility to ensure their team play 'Man to Man' defence. No excuses will be tolerated for failure to do so as the coach has the power to remove offending players from the court if they are not playing correct 'Man to Man' defence.
- It will be the responsibility of the Home Team to instruct Referee of the use of this Rule.
- ONLY coaches are permitted to approach Referee regarding 'No Zone Rule' violations (at a time out or at half time) and incidents should be resolved at the match.

22 Mercy Rule: whenever one team has a lead of 20 points or more, the team in the lead shall retreat behind the 3-point line, in defense, whenever the opposition gain possession, from inbound or field play.

23 The Head of Sport of the HOME Team is required to enter the result within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score. Where they are unable to enter a result, they should **e-mail the Executive Officer ASAP.**

24 Injury Time

In the event of a serious injury where a player cannot be moved from the court until assessed and deemed medically safe to move, the game time shall be suspended for up to 15 minutes.

If appropriate to do so, the game may be moved to another Court within the same center to be continued.

(considerations: player welfare/ supervision/ nature of injury)

Once player is moved from the court the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.

If at the 15-minute mark the player has not been moved and it was not appropriate to move the game and remaining players to another court the game result would be either:

- (a) If under the half time point of the match – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
- (b) If the third quarter of the game has commenced then the result at the point in time that the clock was stopped will stand as the end result of the match. The game will not be replayed.

In the event of the score being a **DRAW in a FINAL** when Injury Time is called, and play does not resume within the 15 minutes; the entire match will be replayed at another time, as negotiated by the two colleges involved and the SACCSS EO.

25 Year 10 Boys Basketball B Competition Sub Rules

- Students must have played at least half of their games in the 'B' team to have qualified to play in 'B' finals – Semi and Grand Finals.
- *Fielding the 'A' team in competition is priority.*
- i) *Should squad numbers be diminished on a given day allowing only one team to compete, the 'B' team shall forfeit to allow the 'A' team to play.*
- ii) *If schools could not fill both A and B teams from the start of the season and needed to withdraw a team, they must enter the A competition.*
- Weekly team sheets must be submitted to the Executive Officers via Google form (or as instructed).
- Team lists will be required to be submitted by 10am on the day of finals.

Consequence for breaches of this Rule:

- *Playing an ineligible player in a Semi or Grand Final:*

The Game is Lost on forfeit for offending team and opposition team is awarded the Win.