

Catholic Secondary Girls Sport South Australia

Provided by SA Catholic Secondary School Girls Sports Association



Game Rules: Basketball

The Team

- Shall consist of five (5) players on the court at one time.
- Maximum of twelve (12) players per team.
- A team must have four (4) players to take the court and start a game or else a forfeit loss results and a scratch match should be played. If a 5th player does not arrive for the game that is fine as long as there are four (4) players present to start the game.
- Teams must supply their own basic first aid kit however, a backup kit will be available from the venue coordinator if required.

Uniform

- General neat appearance to be maintained.
- Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in Round 1 will be given a warning. After that, a penalty will be enforced - the umpire and/or the Venue Coordinator will penalise the team 4 points for every player out of uniform. This can be done at the beginning of the game or half time. It may not be done once the game has been completed and the Venue Coordinator, the other referee and both teams must be informed of the infringement at the time of the penalty being handed down.
- The definition of a player out of uniform and a 4-point penalty to be applied-
 - A player that is wearing the incorrect coloured shorts, skirt, top etc.
- Any or all players in a team may wear a tracksuit top (NO hood) and tracksuit pants for all or part of any game underneath their playing uniform, provided it conforms to their school's uniform policy.
- If track pants/leggings are worn, female players must still wear their school approved top/shorts etc. over them.
- Cultural Headwear is allowed to be worn, however, where possible not be secured with any pins/sharp objects.
- If a player is wearing jeans or non-uniform clothing etc. then the player is not permitted to play unless the Executive Officer has given permission.
- Sandshoes or rubber sole shoes must be worn.
- No gloves are allowed (unless the Association gives permission and/or a doctor's certificate has been shown for medical reasons).
- Each player must wear numbers sewn on front and back of their playing top or they may wear numbered bibs.
- NO jewellery is allowed to be worn during a game, this includes rings, watches, necklaces, earrings, and taped studs.
- Fingernails must be short NOT taped.

Player Eligibility

- Players are only eligible to play one game per day unless approval is given by the Executive Officer prior to the game and both teams have been notified.

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- A player can be bought up from a lower grade to fill in for a team that does not have enough players to take the court, however, this player must not play another game for the day unless approval has been given by the Executive Officer.
- A player is not allowed to be bought down from a higher grade to fill in for a team that does not have enough players to take the court unless approval has been given by the Executive Officer and both teams have been notified.

Referees

- Referees to be supplied at each venue by the host school.
- All grades, besides C grade will have 2 Referees where possible.
- Referees must be suitably qualified and have previous experience refereeing games.

Play

Match Duration:

- 4 x 10-minute quarters
- 1 minute break at quarter and three-quarter time, and 2-minute break at half time.
- The clock shall stop as follows:

Senior A (this excludes mixed A/B grades)-

1. Time Outs.
2. In the case of serious injury, the Referee may direct the clock to be stopped.
3. The last three (3) minutes of the last quarter shall be played under Championship conditions. I.e., the clock stops for every whistle blast.
4. The last three (3) minutes being fully timed can be waived by agreement between coaches.
5. There are no fourteen (14) second or twenty-four (24) second shot clock rules in place (see official rules).

All other Grades-

1. The clock does not stop during the games.
2. No time outs are allowed during the last three (3) minutes of the last quarter.
3. No time (other than normal substitution time) is allowed for a five (5) foul substitution.
4. In the case of serious injury, the Referee may direct the clock to be stopped.
5. The referee may also direct the clock to be stopped at any other time if he/she considers this necessary.
6. There are no fourteen (14) second or twenty-four (24) second shot clock rules in place (see official rules).

Rules:

- Basketball is conducted under the rules of the Federated International Basketball Association (F.I.B.A.) unless otherwise stated.

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Scoring & Timing

- The home team is the team placed first (1st) on the draw.
- Each school must supply a scorer for each game. They must sit together, and check scores regularly as well as at EACH quarter with the referee. If a scorer is unavailable, then a player must be removed from the court each quarter to act as the scorer for that game.
- The home team's scorer will fill out the official scoresheet, the away team scorer will use the electronic score board, unless agreed to swap with one another.
- In a disputed score, after checking the scoresheet and the electronic scoreboard, no agreement can be reached then the score on the scoresheet is taken as correct.
- The away team is responsible for starting the game clock on the electronic scoreboard. Games must start on time and finish within their allocated 50min time slot. If games start late, then quarters must be shortened to allow the next game to begin on time.
- Both teams are to fill out the players' names clearly printed on the scoresheet and are responsible for handing the scoresheet into the Venue Coordinator at the end of each game.
- Venues are responsible for keeping all scoresheet until the end of the season. If any school protests about a player not being qualified, playing in a particular grade without permission or a correct score, then the scoresheet will be used to refer back to for this information.
- If scoresheets are not filled in correctly by the end of the round, the infringing team may incur a forfeit loss for that round.
- SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
 1. Any wins larger than the capped score will be rounded down and recorded accordingly on the Premiership Table, with the correct score recorded for reference to the side of the results document.
 - **Basketball – score margin capped at 40 points**
 2. If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remainder of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
 - a) Restrict individual players from scoring more than 20 points in a game.
 - b) No defending outside the defensive three-point line to allow the other team to get the ball at least over halfway. This includes not pressuring the ball carrier or intercepting a pass beyond the three-point line.
 - c) Making the team take a set number of passes before shooting.
 - d) No fast breaks.
 - e) Encouraging use of non-dominant hand, and practice of skills less mastered.
 - f) Give more opportunities to less dominant players through substitution.

Forfeits:

- The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by 12.00 Noon on the Friday of that week as well as contacting the Venue Coordinator and SACSSGSA.
- Failure to notify opposition will incur a \$ 75.00 forfeit fine.
- Forfeit score is 40-0 and no premiership points will be awarded to the forfeiting team.

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Points Allocation:

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 3 points for a forfeit win (Score to be 40 - 0)
- 0 points for a forfeit loss (Score to be 0 - 40)

Finals:

- Finals for A grade will be determined by the premiership table at the conclusion of all general rounds.
- For all other grades (including mixed A/B grades), final standings will be determined by the premiership table at the conclusion of all rounds.
- If there is a genuine situation of injury before a final, a team must get approval from the Executive Officer to bring up a player from another team.
- If there is a dispute in the Premiership Table, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email sacssgsa@cesa.catholic.edu.au by Monday 12 Noob the week of the Finals or the conclusion of the general rounds. After this time, no disputes or amendments to the Premiership Tables will be considered.
- For 1st V 2nd Finals only, if the game is a draw at the end of official time, then extra time of five (5) minutes will be allocated to gain a clear result.
- If at the end of the extra time the game is still a draw, play will continue and the first team to score will be awarded the win.
- No matches in the FINALS rounds are to be rescheduled, unless there are extenuating circumstances and both schools involved, and the Executive Officer agree upon an acceptable solution.
- All games must be played at their allocated venues unless approval is given by the Executive Officer to change the venue.