

## MATCH REGULATIONS - BASKETBALL

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- Bb.1. The game will be played under the rules of the FIBA unless contra-indicated below.
- Bb.2. Timing for all games will be 2X20 minute halves. The clock will stop for:
- a. All time outs (2 per team per half).
  - b. (i) the last minute of the first half and  
(ii) the last 3 minutes of the second half for all whistles
  - c. Five minute half time to allow students to get water and instruction
  - d. Extra time will be played in finals only
  - e. There is no provision for “late start points” to be allocated. The clock is not to start before both teams are ready to commence. If a team is more than 15 minutes late they will forfeit the game and a social game can be played.
- Bb.3. Each school is to supply one scorer & timekeeper. Scoresheets are to reflect 2 halves.
- Bb.4. Ball: Size 6-All girls’ competition & Yr7 boys. Size 7 for Yr8 – 12 boys’ competitions.  
Uniforms: Teams will wear correctly coloured and matching numbered singlets front and back. The numbers available are from 1 - 99. T-shirts and bike shorts must be the same as the main colour of the singlet. There are to be no pockets in shorts.
- Bb.5. After the initial jump ball, the possession arrow is implemented. It is recommended that all schools provide some type of mechanism to dictate possession.
- Bb.6. Teams are allowed 8 seconds to move the ball across the half court line
- Bb.7. After an “intentional/un-sportsman like” foul, there is to be 1 foul shot & possession at ½ court. An orange card is to be issued for any “tech foul” & the player will spend 5 mins. on the bench.
- Bb.8. Teams must have 4 players on court to start a match.
- Bb.9. There must be a minimum of 2 players on the court for the game to continue.
- Bb.10. There should be minimal movement between grades by the players. If the “A” grade team is short of players, then a “B” grade player can fill in to help out. This does not exclude the “B” grade player from playing finals for the “B” grade team.
- Bb.11. When selecting teams for finals, students should play in the team that they have played in for the majority of the season. Schools need to keep their own records in relation to which students play in what team.
- Bb.12. The use of instant replays are not to be used in EISM competitions.
- Bb.13. Schools can contact Basketball Victoria on 9927 6666 for information about entry to the McDonalds Cup.
- Bb.14. The National Schools Basketball Tournament is open to all schools. The Premier EISM school is eligible to compete in the Championship Division. Contact Basketball Australia for further information at [www.basketball.net.au](http://www.basketball.net.au)
- Bb.15. Recommended Safety Equipment: Mouth Guard
- Bb.16. Schools must ensure that appropriate safety warnings are permanently marked on all existing Backboards.

### **Mercy Rule:**

When the score difference reaches 20 points, the leading team is to defend from the ½ court. If the score extends to 50 points then the leading team is to defend from the 3 point arc. The defence may not extend past that point. The clock does not stop for any reason if the mercy rule is in effect. Maximum winning margin: 50 points.

### **Tied Grand Final:**

In the case of a Grand Final being tied teams play an extra 3 minutes. If still tied at the end of this time, a 2nd overtime is played. 1 Time Out per extra time allowed. If still tied, shared premiership.