

## JUNIOR COMPETITION GAME RULES

General Rules for all age groups	<ul> <li>2 x 19 minute halves with a 2 minute break for half time (continuous clock)</li> <li>The game clock will commence at the time scheduled (unless there is a delay outside of our control e.g. ring heights).</li> <li>A team must have a minimum of 4 registered players to start a game</li> <li>No player is permitted to play if they are not registered</li> <li>Any player fouled out may be substituted immediately</li> <li>Any player who receives a technical foul shall leave the court for 3 game minutes. Players shall not be substituted</li> <li>2 x timeouts per half for each team. Timeouts must not be used in the last 2 minutes of a game (apart from finals).</li> <li>During finals the clock will stop in the last 2 minutes of the second half only for time outs, every whistle and after each basket (ie fully timed). For Grand Finals the clock will stop for all timeouts during the game</li> <li>During finals if teams are tied at the end of the allocated period there will be an extra period of 3 minutes fully timed. Each team will be permitted 1 time out in this period. This process will continue until a result is achieved</li> </ul>
Under 10s	<ul> <li>Ball Size = 5</li> <li>Modified ring height</li> <li>Modified free throw line</li> <li>No back court rule</li> <li>No three-point shot</li> <li>No Zone Rule</li> <li>Mercy Rule (refer to the next page)</li> <li>No finals</li> </ul>
Under 12s	<ul> <li>Ball Size = 5</li> <li>Modified free throw line</li> <li>No three-point shot</li> <li>No Zone Rule</li> <li>Mercy Rule (refer to the next page)</li> </ul>
Under 14s	<ul> <li>Ball Size = 6</li> <li>No Zone Rule</li> <li>Mercy Rule – Excludes Division 1 if multiple divisions (refer to the next page)</li> </ul>
Under 16s	Ball Size = 6 (girls), 7 (boys)
Under 18s	Ball Size = 6 (girls), 7 (boys)

## **MERCY RULE**

The mercy rule is applied when one team is winning by a margin of 30 points or more. When the score differential reaches this point scorers are required to keep the main scoreboard at a score differential of no more than 30 points. The score on the iPad will continue as per normal.

In addition if coaches apply the following tactics the opposition will have more opportunities to move the ball down the court uninhibited:

- 1. Instruct your team to pass the ball 10 or more times before they are allowed to take a shot
- 2. Instruct your team to not defend the opposition team until they have crossed the centreline
- 3. Instruct your players to run back to the baseline and touch it before they start defending their opposition.

It is the coach's responsibility to instruct their team to apply these tactics as soon as the margin is above the specified amount. However, the referees or court supervisors will in some situations, stop the game to prompt the players to obey this rule.

