

1. ACS Basketball matches shall be played according to the rules as stated by Basketball Australia unless otherwise stated hereunder or in ACS Competition Rules.

2. **Senior 1<sup>st</sup> Girls Competition: Match timings**

4 x 10 minute quarters; breaks: 2 minutes, 5 minutes, 2 minutes
Clock stops at all time outs
Last minute of the 2 <sup>nd</sup> quarter the clock stops on all whistles
Last 3 minutes of the 4 <sup>th</sup> quarter clock stops on all whistles

**For All Other Competitions:**

Games must be played back to back and the home team nominates whether the 'A' or 'B' team plays first. The game will be played in 2 x 20 minute halves, with a half time break of 5 minutes. The clock will then run for the first 17 minutes of the second half and then be stopped for every whistle thereafter.

The 'B' teams play the same rules but if time does not allow for 2 x 20 minutes halves then the 'B' teams play a minimum 2 x 15 minute halves with clock stopping for the last 2 minutes of the second half. The only exception to the above is in the case of injury where the clock will be stopped regardless of time remaining to attend the injury.

**Coaches must endeavour to commence play as soon as possible to allow 'B' teams to play 2 x 20 minute halves.**

3. Normal technical foul rules apply. Where a player is awarded 2 individual technical fouls, that player is removed from the court and may not return for the remainder of the game.
4. **Mercy rule for all levels except Senior 1st & 2nd teams:** When a team is 20 points or more ahead, that team cannot defend until the other team crosses the 3 point line. The defending team must fall back behind the three point line. If the lead reduces to less than 20 points then the team may resume a full defence. The mercy rule must be enforced.
5. **Ball size (balls provided by the home team):**

Year 7 Boys:	Size 7
Year 8 - Senior Boys:	Size 7
Girls (all levels):	Size 6
6. **Referees:**  
In all matches 2 accredited referees are required.
7. Each school shall provide one scorer and the home team a time keeper.
8. In **finals** if at full time scores are level then an extra 3 minutes one way shall be played without changing ends. If still level then an extra 3 minutes is played with a change of ends. The extra 3 minute intervals continue until a winner is achieved.  
  
Refer to ACS Competition Finals Rules 6 on page 14 for information if a grand final is cancelled due to the extreme heat policy being enforced.
9. **Result if a match is unfinished due to light failure etc.**  
  
For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time then it is deemed a draw.
10. Indoor courts must be used.
11. Following any whistle, either team may request a substitution or time-out.
12. The first period shall begin with a jump ball. Each remaining period shall begin with an alternating possession throw-in by the team entitled to the next alternating possession. If a technical foul occurs before the ball is legally tapped, the technical foul shall be charged and penalised (two free throws) but the game shall begin with a jump ball.

### 13. UNIFORM:

- 13.1. All players must wear singlets or bib in the school colours and have numbers clearly printed on the front (right hand side) and the back. Numbers should be permanently attached and should be from any of the following combination: 4-15, 20-25, 30-35, 40-45 and 50-55.
- 13.2. In the case of a colour clash the home team changes. Bibs can be worn.
- 13.3. T-shirts must be of the same colour as the singlet when worn beneath. Shorts must be of the same team colour and **without pockets (or players will not be allowed to play)**.
- 13.4. Students who are wearing tracksuit pants will not be allowed to play.
- 13.5. It is recommended that players wear mouthguards.