

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. **Match timings:**

Games will be played back to back. The 'A' game plays first, followed by the 'B' game. 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 the clock will be stopped for the last 2 minutes of the second half for every whistle thereafter. 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 and players must be ready to commence the 'B' match as soon as the 'A' match is completed. To ensure the 'B' match completes 2 x 20 minutes halves, one time out per team per half is permitted in all divisions. An additional time out is permitted in the second half of all Senior 1<sup>st</sup> matches. The maximum finishing time can be extended until 4:10pm.
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. **New for 2024: Mercy rule for all levels except Senior 1st & 2nd teams:** When a team is 20 points or more ahead, that team can only defend within the 3 point line. If the lead reduces to less than 20 points then the team may resume a full defence. At 30 points ahead the leading team shall take a player off the court. A maximum score differential of 50 points will apply to all levels other than Senior 1<sup>st</sup> and 2<sup>nd</sup> teams.
5. **Ball size (balls provided by the home team):**

Boys (all levels):	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 timekeeper.
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 0-00 and from 1-99.
  - 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.