

2025 ACS Basketball Rules

Last updated February 2025

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 1st or 'A' game plays first, followed by the 2nd or '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, or any other grade past 'B' grade, play the same rules but the clock will be stopped for the last 2 minutes of the second half for every whistle thereafter. This applies to all other levels of basketball including 3rd, 4th, C, D, E, F, G grades where matches are played back to back. 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. This applies to all other levels of basketball including 3rd, 4th, C, D, E, F, G grades where matches are played back to back.

An additional time out is permitted in the second half of all Senior 1st 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. Mercy rule applies for all levels except Senior 1st grade:
 - 4.1. when the leading team is up by 20 points, they must only defend inside the 3 point line.
 - 4.2. when the leading team is up by 30 points they cannot score within the key area. Can still rebound the ball but all shots must come from outside the key area.
 - 4.3. If the margin reduces under 30 points, then they can score within the key area on the next possession.
 - 4.4. A maximum score differential of 50 points will apply to all levels other than Senior 1st grade.
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.
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.