

Basketball

RULES & REGULATIONS

Basketball is to be conducted under modified rules & regulations of Basketball Victoria. The following rules & regulations will apply.

The SIS Code of Conduct essential points must be clearly read out by the referee to both teams & signed by the referee & coaches before the game commences.

Team Requirements

1. A maximum of 5 players are permitted to take the court.
2. Schools may have unlimited substitutes.
3. All jumpers are to be marked.
4. Both teams will provide a scorer to sit with the opposition.

Match Requirements

1. Matches are to commence at 1.20pm, or as otherwise agreed by both schools.
2. Matches are 2 x 20 minute halves with a half time interval of 5 minutes.
3. The host school will ensure the court surface, backboard & basket are of a satisfactory standard & regulation size.
4. The host school will provide a timekeeper
5. The ball size for girls is 6.
6. The ball size for boys is 7.
7. The host school will book & provide umpires in accordance with SIS requirements.
All Levels – 2 Accredited Referees are required (1 referee may be an accredited student)

Sport Specific Playing Conditions

1. Extra time may be added as required (5 minutes).
2. Each team is entitled to 2 time-outs per half.
3. No time outs may be taken in the last 3 minutes of the first half.
4. The clock will be stopped for every whistle in the last 3 minutes of the second half.
5. For each player entering the court & not identified by a distinguished number, the opposing team is entitled to 2 points.
6. The **Mercy Rule** margin is 20 points. The rule will apply if a team is leading by 20 points at any stage during the game. The winning team must move back behind the 3 point line. Once the ball crosses the 3 point line & the score reduces below 20 points, then full rules resume.
7. Any player sent off for misconduct may not be replaced.
8. 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.
9. When a score is tied at the end of play, an overtime period will be negotiated between coaches until a winner is decided. 3-5 minutes, continuous clock, NO timeouts.
If after the agreed overtime the score remains level, the game is called a draw.