



BASKETBALL

VENUE: The Lights Sports and Community Centre, 244 - 270 East Parkway, Lightsview

RULES & REGULATIONS:

SA District 2026 Rules of Operation will be applied with some modifications; please see below.

1. SCORERS & GAME TIMES

- 1.1. Each team will need to supply a scorer that is not a coach or player.
- 1.2. Both scorers will need to:
 - 1.2.1. Sit at the scorer's desk, fill out **ONE** score sheet and operate a scoreboard.
 - 1.2.2. Confirm the scores at full time with the umpires and coaches.
 - 1.2.3. Score sheets will need to be signed by each coach and brought to the SACSA desk promptly by the home team.
 - 1.2.4. **PRE-FILLED score sheets** will be available on court benches.
 - 1.2.5. Please **fill in the information needed for each game** e.g., player's names and numbers prior to the start.
- 1.3. Total allocated match time 45mins.
- 1.4. Game time - 4 x 8 min quarters, 2 min quarter time and half-time breaks, 5 mins between games.

2. TIMING RULES

- 2.1. This Rule will apply only to the Championships rounds and finals.
- 2.2. The clock shall run throughout the 4 quarters except for the last 2 minutes of the 4th quarter, then the clock shall stop for every whistle by the referees if teams are within 10pts of each other.
- 2.3. If teams are over 11pts before the last 2mins the clock will only stop for time outs and free throws.

3. CLOCK

- 3.1. The Shot Clock rule will not apply
- 3.2. The FIBA rule in which the clock is stopped after a made field goal in the last two (2) minutes of the final quarter does not apply to any Competition in the Rijken Cup, SACSA Sports.
- 3.3. E.g., the clock will continue to run after a field goal in the last two (2) minutes of the 4th quarter and in overtime situations.

4. TIME OUTS

- 4.1. **1 x 30 second time out per quarter, per team. Total of 4-time outs for the match.**
- 4.2. Clock may be stopped by **referee/convener** if deemed necessary for an injury or unexpected incident.
- 4.3. Time outs are allowed in the last 2 mins of the 4th quarter as the clock will be stopped.



5. FOULS / FOUL SHOTS:

- 5.1. **five (5) personal fouls per player per game**, then player sent off court on the fifth.
- 5.2. **Seven (7) team fouls per half (first half - quarters 1 & 2 and second half - quarters 3 & 4)** then bonus shots from the foul line on the **eighth (8th)**.
- 5.3. Coaches, players including the bench who receive a technical foul for unsportsmanlike conduct will be reported to the SACSA Convener, who, at their discretion, may suspend that offending person for one match or more.

6. BALL AND RING HEIGHT INFORMATION

- 6.1. Girls – **Size 6** Synthetic Leather
- 6.2. Boys - **Size 7** Synthetic Leather
- 6.3. SACSA will supply all match balls.
- 6.4. Only bring 2 named balls per team from your school to practice with.
- 6.5. Ring and backboard height will be regulation Height 10ft.

7. PRE-GAME

- 7.1. The **Home** team on the **score sheet** shall: Choose the goal end to shoot.
- 7.2. There will be a Jump ball from the centre circle to start the game.

8. THE TEAM

- 8.1. Max of 5 players on court at any one time & up to 5 reserves **(10 players max)**.

9. UNIFORMS

- 9.1. Competitors must wear numbered uniforms, so scores and fouls can easily be recorded.
- 9.2. Please bring a **spare set of uniforms** for team colour clashes.

10. TABLE POINTS

- 10.1. 3 points for a win, 2 points for a draw, 1 point for a loss.



11. FINALS RANKING

- 11.1. The top 6 teams will play off for a spot in the Grand Final.
 - 11.1.1. Top 2 teams from each pool progress to the CHAMPIONSHIP POOLS (3 teams in each one).
 - 11.1.2. Championship Pool 1 and Championship Pool 2.
 - 11.1.3. The best 1st-place team by percentage has an advantage to go into championship pool 1 with two 2nd-place teams from other pools.
 - 11.1.4. Remaining 1st-place teams plus the remaining 2nd-place team form Championship pool 2.
 - 11.1.5. Example: Championship Pool 1 = A1(highest percentage) B2, C2 & Championship Pool 2 = B1, C1 & A2.
- 11.2. Those that are placed 7th to 9th overall will have their own play-off series for the minor placings. (3rd ranked teams in each pool.)
- 11.3. Please check the Sportfix app for all updates. **Finals tab**
- 11.4. CHAMPIONSHIP Pool games progressing to FINALS matches:
 - 11.4.1. #1 ranked of Championship 1 vs #1 ranked of Championship 2 go into the Grand-final.
 - 11.4.2. #2 ranked of Championship 1 vs #2 ranked of Championship 2 go into the Bronze Medal Match (3rd & 4th place overall)
 - 11.4.3. #3 ranked of Championship 1 vs #3 ranked of Championship 2 go into a playoff for 5th place overall.

12. If Teams Are Tied on Points - Positions will be decided in this order to create the Championship rounds and for the Finals.

- 12.1. **Head-to-head result** (result of the match between the tied teams)
- 12.2. **Percentage** = (Scores For ÷ Scores Against) × 100
- 12.3. **Least points conceded** (fewest points scored against them)
- 12.4. **Most points scored** (highest total points)

13. DRAWN MATCHES

- 13.1. In the event of a draw during the **minor rounds** there will be **NO** Extra time played.
- 13.2. **In the event of a draw during the FINALS SERIES**
 - 12.2.1. Overtime will be 1 x three (3) - minute period after a 1 min break.
 - 12.2.2. Teams will not change ends,
 - 12.2.3. To start overtime a jump ball will take place from centre court.
 - 12.2.4. The clock will stop in the last two minutes on umpire's whistle.
 - 12.2.5. Each team may be granted one (1) 30sec time-out during overtime. (Clock to stop)
 - 12.2.6. All team fouls committed in overtime shall be considered as being committed in the second half.
 - 12.2.7. If the match is tied after overtime, then sudden death will be played immediately with the current players on court and re starting with a jump ball at centre court, with the first team that scores, winning the game.