



BASKETBALL - DIV 2

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

RULES & REGULATIONS

Normal Basketball rules apply with some slight 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.
 - 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 25 mins
- 1.4. Game time – 20 mins and 5 mins between games.

2. CLOCK

- 2.1. **The Shot Clock Rule will not apply**

3. TIME OUTS & SUBSTITUTIONS

- 3.1.1. Two x 40 second timeouts per team, per game.
- 3.1.2. No timeouts in the **last three (3) minutes** of the game.
- 3.1.3. No substitutions in the **last two (2) minutes** of the game.
- 3.1.4. Clock may be stopped **ONLY** by the **referee or convener** if deemed necessary for an injury or unexpected incident.

4. FOULS / FOUL SHOTS:

- 4.1. Only **three (3) personal fouls per player per game**, then player sent off court on the third.
- 4.2. Only **five (5) team fouls per game** then bonus shots from the foul line on the **sixth (6th)**.
- 4.3. Players who receive a technical foul for unsportsmanlike conduct will be reported to the SACSA Convener, who, at their discretion, may suspend that player for one match.
- 4.4. Foul shots to be taken from the normal foul line.

5. BALL & RING HEIGHT INFORMATION

- 5.1. Girls – **Size 6** Synthetic Leather
- 5.2. Boys – **Size 7** Synthetic Leather
- 5.3. SACSA will supply all match balls.
- 5.4. Only bring 2 named balls per team from your school to practice with.
- 5.5. Ring and backboard height will be regulation Height 10ft.



6. PRE-GAME

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

7. THE TEAM

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

8. UNIFORMS

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

9. TABLE POINTS

- 9.1. 3 points for a win, 2 points for a draw, 1 point for a loss.

10. FINALS PLACINGS

- 10.1. **Top two teams from each pool will progress to the Semi Finals** after the minor round matches. The other teams will play off for minor placings (cross over rounds).
- 10.2. Please check the Sportfix app for all updates. **Finals tab**
- 10.3. Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - 10.3.1. The result of the match between the teams concerned.
 - 10.3.2. If still tied, placing's determined by the highest point percentage.
 - 10.3.3. If still tied, the team with the least number of points scored against them.

11. DRAWN MATCHES

- 11.1. In the event of a draw during the **minor rounds** there will be **NO** Extra time played.
- 11.2. **In the event of a draw during Semi Finals or Grand Finals**
 - 12.2.1. Teams will not change ends.
 - 12.2.2. Substitutions are allowed in the 1 minute change over.
 - 12.2.3. No subs or Time outs in the overtime period.
 - 12.2.4. Overtime will be 1 x two-minute period.
 - 12.2.5. Clock will not stop.
 - 12.2.6. If the match is tied after overtime, then sudden death will be played with the first team that scores, winning the game. This will start with a centre Jump Ball.