

KINGSWAY INDOOR STADIUM
JUNIOR BASKETBALL RULES SHEET

Effective 31st of January 2025

Unless otherwise stated below, all rules are consistent with the current "FIBA (International Basketball Federation)". Where stadium house rules or by-laws conflict with the aforementioned document, stadium rules or by-laws take precedence.

1.0: TEAM RESPONSIBILITIES

- 1.1 Substitutions are permitted, with a maximum of 5 players allowed on the bench.
- 1.2 It is the duty of each team to provide a scorer for the score bench. This will ensure that the score is an accurate and true reflection of the game and will provide two witnesses shall any disputes arise.
- 1.3 Teams are permitted to use fill-in players from the same division but not a higher division if they do not have 5 players.
- 1.4 It is the responsibility of the Team Coordinators to register the players and organise payment for the team prior to the commencement of the match.
- 1.5 All team coaches and coordinators are responsible for the behaviour of their team members and spectators, both during and outside of game play
- 1.6 A team with less than the required minimum of 4 players will give away 2 points per minute until another player arrives or the match is forfeited (5 minutes maximum).
- 1.7 A team is not allowed to continue if their team is reduced to 2 players (forfeit).
- 1.8 **All players must be of age at the commencement of the competition. E.g. If a player in an Under 10's team is 9 years old at the commencement of the competition and turns 10 years old during the season, this player will be eligible to play until the conclusion of the season.**
- 1.9 Only the Coach and Assistant Coach are permitted to remain at the team bench during the game.

2.0: TEAM REGISTRATION AND FEES

- 2.1 Please refer to section 2 & 3 in the stadium by-laws.

3.0: FORFEITS:

- 3.1 If your team forfeits a match, please ensure you advise the centre as early as possible via phone, an email **will not** be accepted as an appropriate means to forfeit. Your team will be issued with the appropriate forfeit fee according to the amount of notice given.
 - o Between 24 hours' and 7 days' notice – 1x Game Fee
 - o < 24 hours' notice – 2x Game Fee.
- 3.2 The forfeit is only received once a City of Wanneroo staff member has been made aware of the forfeit.
- 3.3 On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered highly disrespectful to the opposition that has made the effort to attend the game. A simple phone call will avoid this.

4.0: UNIFORM:

- 4.1 All players must wear the same-coloured top consisting of numbers 00-99 front and back.
- 4.2 Players may wear long pants provided they do not have a zipper or belt.
- 4.3 All players must be wearing enclosed shoes.
- 4.4 All players must remove objects such as watches or jewelry that may be dangerous to other players. The umpire has sole discretion on what is considered dangerous.
- 4.5 Failure to have all players in the same coloured top by Week 3 of the season will result in a 3-point penalty applied to the team for each player without the correct coloured top.
- 4.6 Players are not permitted to wear the same number as a teammate. Teams who do so will be penalised accordingly. (2-points per player)
- 4.7 In the event of a uniform clash, the team mentioned "AWAY" shall wear bibs provided by umpires.

5.0: LENGTH OF GAMES AND POINTS AWARDED

- 5.1 Under 8's - A total of 30 minutes will be played with two 15-minute halves, 2-minute warm-up period and 1-minute halftime.
- 5.2 Under 10's to 16's - A total of 35 minutes will be played with two 17-minute halves, 2-minute warm-up period and 1-minute halftime.
- 5.3 During a stoppage in play the clock will continue to run.
- 5.4 3 points are awarded for a win, 1 point for a draw, 0 points for a loss and 1 point for a BYE.

6.0: FINALS

- 6.1 Finals shall be played as follows;

Semi Final 1 (SF1)	<i>1st vs 4th</i>
Semi Final 2 (SF2)	<i>2nd vs 3rd</i>
Grand Final	<i>Winner of SF1 vs Winner of SF2</i>

- 6.2 Should the scores remain drawn at the end of a finals match, one 3-minute period of extra time is played.
- 6.3 If scores are still identical, overtime will continue (another 3-minute period of extra time).
- 6.4 A winner is determined when a team finishes the period or overtime with the lead.
- 6.5 No time outs are permitted in finals overtime.
- 6.6 Teams are not permitted to borrow players for semifinals or finals if they have five or more players available. If the use of unqualified players becomes necessary, please refer to the by-laws for the applicable rules and associated penalties.
- 6.7 All players participating in a finals match must be registered for their team and have played at least 3 fixtured games for their respective team to be eligible.

7.0 SUBSTITUTES

- 7.1 A substitute player will only be able to enter the court during a stoppage in play, i.e after the referee's whistle has been blown.
- 7.2 You must wait for the referee to acknowledge the substitution before proceeding. If a substitution is made without the referee's acknowledgment, it will result in a warning or a technical foul for the coach/team. The opposing team will be awarded one free throw, and after the free throw, the team that had possession before the technical foul will resume with the ball.
- 7.3 Substitutions must be made within a 10 second window, no time wasting is permitted. Refer to 9.5.
- 7.3 If a player leaves the court while the ball is in play, the game will continue until the next stoppage. If the player is not ready to return by that time, they can be replaced.
- 7.4 A substitute shall not replace a free throw shooter unless dictated to do so by an injury or ejection.

8.0 DISCIPLINARY ACTION

- 8.1 Penalties will be enforced as rough play; threatening language and poor behaviour have no place and will not be tolerated. Players are strictly prohibited from playing under the influence of alcohol or consuming alcohol within the stadium.
- 8.2 Repeat offenders may face doubled suspensions from their previous penalty or have the prescribed penalty doubled for a different incident involving the same player.
- 8.3 Following misconduct by a player, substitute, coach, or spectator, appropriate disciplinary action will be taken in accordance with the competition's rules and regulations.
- 8.4 Accumulating two technical fouls in a game will result in an automatic one-game suspension. Depending on the nature of the offense, management may impose an additional suspension, which will be communicated with the Team Coordinator.

9.0 FOULS

- 9.1 On the ninth foul and every foul thereafter, the opposing team will shoot two free throws on all fouls. The only time teams will shoot one free throw after a common foul, is after being fouled on a made basket for a three-point play opportunity.
- 9.2 Team fouls are to be reset at each half and do not carry over.
- 9.3 A player who commits five personal fouls over the course of a game is disqualified for the remainder of the game.
- 9.4 Warning may be provided as a pre-emptive alert before initiating any technical actions.
- 9.5 A technical foul may be given for but not limited to the following: Swearing, violation committed by a coach, spectator, player and time wasting.
- 9.6 An unsportsmanlike foul may be given for but not limited to: Unsportsmanlike conduct (against the spirit of the game) – committed without intent. Two unsportsmanlike fouls will result in ejection
- 9.7 Games may be abandoned should umpires feel it be necessary after taking all other precautions to control the behaviour of players, coaches and spectators.

10.0 UNDER 8'S FURTHER MODIFIED RULES

- 10.1 There will be no finals series for Under 8's.
- 10.2 Free throws shall be taken 1.8m from the free throw line towards the basket. (red semi-circle line).
- 10.3 Coaches allowed on court to provide direction and coaching but MUST NOT interfere with play in any way.
- 10.4 Only half-court defence is allowed. The scoring team must retreat to the halfway line after scoring a goal.
- 10.5 The "3 seconds in keyway" rule does not apply.
- 10.6 Fouls and jump balls will be called as usual.
- 10.7 Referees may provide a brief description of each call to the players. Coaches are expected to provide follow-up feedback to players who consistently break rules.
- 10.8 Referees have discretion in determining whether a reasonable attempt is made to avoid double dribbling, traveling, or crossing half-court.
- 10.9 Please remember the primary focus is to introduce Under 8's to basketball, emphasising learning and having fun rather than competition.

11.0: Grade Consolidation

- 11.1 In the event of grade consolidation, the rules applied shall be those of the higher grade unless otherwise outlined in this section.

Junior Basketball Rules Table					
GRADE	U8's	U10's	U12's	U14's	U16's
AGE REQUIREMENTS <small>(of age at the commencement of the competition)</small>	6 or 7	7,8 or 9	9, 10 or 11	11,12 or 13	12,13,14 or 15
BALL SIZE	5		6		7
Timings	2 x 15-minute halves	2 x 17-minute halves with a running clock and a 1-minute half time.			
Timeouts	No timeouts permitted	Each team gets 1x 1-minute timeout per half, with the clock running. Timeouts aren't permitted in the last 2 minutes however, if a timeout is requested before the 2-minute mark but the first opportunity to grant it occurs within the final 2 minutes, the timeout will be allowed.			
ZONE DEFENCE	ILLEGAL				PERMITTED
3 POINT LINE	All goals are 2 points		All goals are 3 points		
FREE-THROWS	All free throws are taken 1.8m from the free throw line, towards the basket.		Normal free throw line		
RING HEIGHT	8 ft 5"		10ft		
SCOREBOARDS	Scoreboards ON				
SPECIAL RULES	NO BACKCOURT AND 8 SECOND VIOLATION U8's Mercy Rule 0pts	NO BACKCOURT AND 8 SECOND VIOLATION U10's Mercy Rule 10pts	Mercy Rule – 20pts	Mercy Rule 14's & 16's – 30pts	

Any playing member or spectator acting inappropriately or appearing under the influence of Drugs and/or Alcohol may be removed from the Stadium by the Team Leader, Sports and Programs Officer or Duty Officer. Failure to follow instructions will lead to the Police being called.

**Management reserves the right to amend competition rules when deemed appropriate. This may be undertaken at any point throughout the season. Teams will be notified of any rule changes throughout the season and should always refer to the latest competition rules.*

**Management reserves the right to evict teams and individuals from the competition and stadium if any of the aforementioned rules are breached. Teams may also be stripped of team points where management deems fit. Stadium management updated these rules on 31/01/25.*

Please note that Kingsway Indoor Stadium does not permit the filming of games for either personal or public use, without prior expressed written consent from stadium management, the match referee, and the opposing team captain. All three parties must provide such consent for filming approval. Only under exceptional circumstances will such permission be granted, and the stadium reserves the right to revoke such permission at any time.

We wish you and your team good luck, and hope you have an enjoyable season.